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STAR OCEAN®
First Departure™

COVERS PLAYSTATION® PORTABLE SYSTEM

BASED ON A GAME RATED BY THE ESRB T TEEN

SQUARE ENIX

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STAR OCEAN
First Departure™



CHARACTERS

Prologue

S.D. 346.

An unknown power threatens to hurl us into a new age of civilization. Is it the will of the gods, or just the whimsy of fate? Whatever it is, the human race continues to advance into the great unknown, into what they called…the "Star Ocean."

But on the Planet Roak, life is tranquil. Although primitive, the Roakians enjoy an idyllic existence. Will the arrival of strange beings from a universe previously unknown to them threaten to shatter their peaceful existence? Or is contact with an alien species the only way to prevent their destruction?

I ponder these questions as I review the rules of the Underdeveloped Planet Preservation Act. The very law designed to maintain the sanctity of primitive planets and cultures also binds our hands in Roak's greatest time of need.

As I consider my next move, I wonder what impact my decision today may have upon Roak. Is the Time Gate of Planet Styx a miracle that could help us rescue a civilization, or a curse that could alter the course of history and destroy the universe?

But if I would leave them in other hands, or to the unknown forces we face, would their fate be any different?

Ronyx J. Kenny

Captain, Terran Alliance

The Starship Calnus

Key to Special Arts & Spells

Each character's special arts and/or spells are listed below their likeness and description, along with the following statistics:

MP Cost: The amount of MP subtracted from the character's total for each use. The amount listed is required to use the special art.

Element: Any elemental quality of the attack, such as Fire, Water, Light, Dark, etc. Also, any status ailments that may be inflicted are shown.

Target: Specifies the number of targets affected by one attack.

Learn: The character learns the special art or spell at the experience level listed. In the case of augmentation by a SFT technique (Four Beasts, Gods of War, Omega, Bagua, Divine Fury, Feline, Wyrm King), the character has a chance to learn the skill by practicing the requisite special art listed at the rate indicated after learning the SFT skill mentioned. Refer to the "SFT Special Art Rate of Learning" table in this section to determine the speed of learning attack per SFT skill level.

Base Effect: For spells only, this number factors into the amount of healing or damage inflicted, possibly combined with a multiple or fraction of the character's MAG.

Multiplier: Damage inflicted equals the character's attack multiplied by the number in this field. A multiplier of 1 equals 100% of the character's Attack, whereas a multiplier of 0.75 equals 75% of the character Attack, and so forth.

Max Hits: The maximum number of hits you can chain on a target at Rank 0.

Rank Up: The general number of times an attack must be used before an increase in rank. / The maximum uses.

Changes: Changes that occur to an attack during a rank up, such as an increase in damage.

Max Rank: The maximum rank a skill can achieve. All special arts start at Rank 0.

Effect: Description of the special art.

SFT Special Art Rate of Learning

SKILL LV	HIGH	MID	LOW
1	1/3200	1/6400	1/12800
2	1/1600	1/3200	1/6400
3	1/800	1/1600	1/3200
4	1/400	1/800	1/1600
5	1/200	1/400	1/800
6	1/100	1/200	1/400
7	1/50	1/100	1/200
8	1/40	1/80	1/150
9	1/30	1/50	1/100
10	1/20	1/30	1/50

RODDICK FARRENCE

A young member of the Kratus Defense Force, Roddick is normally calm and composed but he is occasionally quite spirited. His father, whom Roddick deeply respected, was killed in action during his career in the Defense Force. Roddick's father taught him all he knew about the sword, and even battle veterans like Cyuss and Ashlay recognize Roddick's talent.



RODDICK'S SPECIAL ARTS

Shockwave Swirl

MP Cost	3
Element	None
Target	Target and surrounding enemies
Learn	Lv3
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver a shockwave in a 360-degree arc.

Firestorm Blade

MP Cost	5
Element	Fire
Target	Target and surrounding enemies
Learn	Lv7
Multiplier	0.75
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver fiery attacks with a burning sword.

Lightray Blade

MP Cost	5
Element	Light
Target	Target and surrounding enemies
Learn	Lv11
Multiplier	0.5
Max Hits	10
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Fire off a barrage of glowing orbs.

Thunderclap Blade

MP Cost	5
Element	Wind
Target	Target and surrounding enemies
Learn	Lv13
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Direct a lightning bolt toward an enemy.

Air Slash

MP Cost	8
Element	None
Target	Target and surrounding enemies
Learn	Lv17
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Send a shockwave racing across the ground.

Double Slash

MP Cost	13
Element	None
Target	Target and surrounding enemies
Learn	Lv19
Multiplier	1
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver two attacks in rapid succession.

Spirit Strike

MP Cost	10
Element	None
Target	Target and surrounding enemies
Learn	Lv25
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Fire off a burst of inner energy.

Dragon Roar

MP Cost	15
Element	None
Target	Target and surrounding enemies
Learn	Lv29
Multiplier	0.75
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Deliver a burst of inner energy in the shape of a dragon.

RACE: Fellpool

AGE: 19



Omega Thunderclap Blade

MP Cost	25
Element	Wind
Target	Target and surrounding enemies
Learn	Thunderclap Blade augmented by the Omega technique. (High)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Throw a sword at the enemy, directing lightning towards it.

Omega Lightray Blade

MP Cost	25
Element	Light
Target	Target and surrounding enemies
Learn	Lightray Blade augmented by the Omega technique. (High)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Produce a ring of blazing light in a large, 360-degree arc.

Omega Double Slash

MP Cost	27
Element	None
Target	Target and surrounding enemies
Learn	Double Slash augmented by the Omega technique. (High)
Multiplier	1.25
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Somersault through the air while shooting out shockwaves.

Dragon Slash

MP Cost	25
Element	Water
Target	Target and surrounding enemies
Learn	Spirit Strike augmented by the Four Beasts technique. (Mid)
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Azure Dragon.

Phoenix Blast

MP Cost	32
Element	Fire
Target	Target and surrounding enemies
Learn	Shockwave Swirl augmented by the Four Beasts technique. (Mid)
Multiplier	1.5
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Crimson Phoenix.

Blackwyrm Thundersurge

MP Cost	55
Element	Dark
Target	Target and surrounding enemies
Learn	Dragon Roar augmented by the Wyrm King technique. (Low)
Multiplier	1
Max Hits	5
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Summon the Blackwyrm.

Bluewyrm Thundersurge

MP Cost	55
Element	Water
Target	Target and surrounding enemies
Learn	Dragon Slash augmented by the Wyrm King technique. (Low)
Multiplier	0.5
Max Hits	10
Rank Up	250/500
Changes	Damage + 0.125
Max Rank	2
Effect	Summon the Bluewyrm.

Redwyrm Thundersurge

MP Cost	55
Element	Fire
Target	Target and surrounding enemies
Learn	Phoenix Blast augmented by the Wyrm King technique. (Low)
Multiplier	0.5
Max Hits	10
Rank Up	250/500
Changes	Damage + 0.125
Max Rank	2
Effect	Summon the Redwyrm.

MILLIE CHLIETTE

RACE: Fellpool

Age: 18

Millie is Roddick's childhood friend and a member of the Kratus Defense Force. Bright and free-spirited, Millie learned the basics of symbology from her father, Martoth, the town's healer. She has the ability to cast healing spells.



MILLIE'S SPELLS

Heal

MP Cost	4
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	100
Effect	Slightly restores HP for a single party member.

Antidote

MP Cost	6
Element	Healing
Target	Single ally
Learn	Lv2
Base Effect	N/A
Effect	Cures poison for a single party member.

Deep Mist

MP Cost	12
Element	Support
Target	All enemies
Learn	Lv6
Base Effect	N/A
Effect	A deep mist is summoned, lowering the hit rate of all enemies on-screen.

Crush

MP Cost	2
Element	Earth
Target	Single enemy
Learn	Lv6
Base Effect	150
Effect	A huge weight is conjured, hitting a single enemy.

Cure Light

MP Cost	16
Element	Healing
Target	Single ally
Learn	Lv10
Base Effect	800
Effect	Restores HP for a single party member.

Silence

MP Cost	14
Element	Support
Target	All enemies
Learn	Lv10
Base Effect	N/A
Effect	Halts the flow of air and prevents spell casting for all enemies on-screen.

Acid Rain

MP Cost	8
Element	Support
Target	All enemies
Learn	Lv12
Base Effect	N/A
Effect	A powerful shower of acid falls, lowering the defense of all enemies on-screen.

Guard

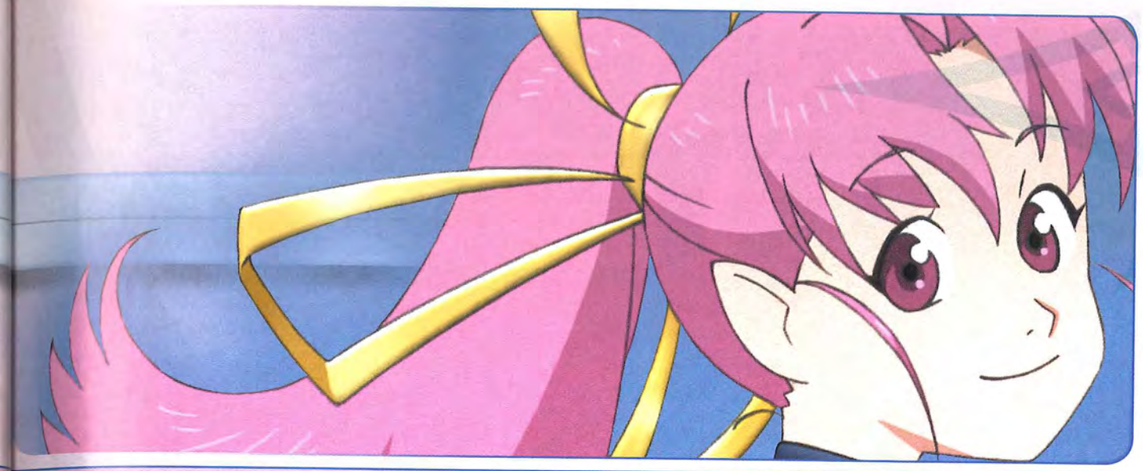
MP Cost	18
Element	Support
Target	Single ally
Learn	Lv16
Base Effect	N/A
Effect	Conjures a shroud of protection to increase the defense of a single party member.

Delay

MP Cost	18
Element	Support
Target	Single enemy
Learn	Lv18
Base Effect	N/A
Effect	Impedes the flow of time to decrease the movement rate of a single enemy.

Cure All

MP Cost	24
Element	Healing
Target	All allies
Learn	Lv20
Base Effect	1200
Effect	Restores HP for all party members.



Condition Cure

MP Cost	24
Element	Healing
Target	Single ally
Learn	Lv24
Base Effect	N/A
Effect	Cancels all status ailments and spell effects on a single party member.

Gravity Crush

MP Cost	11
Element	Earth
Target	Target and surrounding enemies
Learn	Lv16
Base Effect	550
Effect	Many huge weights are conjured, hitting all enemies in the area.

Haste

MP Cost	20
Element	Support
Target	Single ally
Learn	Lv34
Base Effect	N/A
Effect	Conjures a shroud of time to increase the movement rate of a single party member.

Power Up

MP Cost	22
Element	Support
Target	Single ally
Learn	Lv38
Base Effect	N/A
Effect	Conjures a shroud of strength to increase the attack power of a single party member.

Faerie Healing

MP Cost	28
Element	Healing
Target	Single ally
Learn	Lv42
Base Effect	2800
Effect	Restores a significant amount of HP for a single party member.

Reflection

MP Cost	40
Element	Support
Target	All allies
Learn	Lv44
Base Effect	N/A
Effect	A symbology force field forms, increasing spell resistance for all party members.

Raise Dead

MP Cost	44
Element	Healing
Target	Single ally
Learn	Lv46
Base Effect	50% target HP
Effect	Resuscitates a single party member.

Fix Cloud

MP Cost	12
Element	Support
Target	All enemies
Learn	Lv40
Base Effect	N/A
Effect	A shockwave passes through, dazing all enemies on-screen.

Faerie Light

MP Cost	28
Element	Healing
Target	All allies
Learn	Lv52
Base Effect	2200
Effect	Restores a significant amount of HP for all party members.

Tractor Beam

MP Cost	34
Element	Earth
Target	Target and surrounding enemies
Learn	Lv40
Base Effect	1700
Effect	Gravity is reversed for all enemies in the area. Does not affect flying enemies.

RONYX J. KENNY

RACE: Human

AGE: 38

Ronyx is captain of the starship Calnus of the Terran Alliance. He and Ilia journeyed to Roak on an exploration mission. He is calm and collected and normally sees the big picture. When he believes strongly about something, however, he stays true to his instincts, even if it means disobeying orders.



RONYX'S SPELLS

Glaive

MP Cost	2
Element	Earth
Target	Single enemy
Learn	Already learned
Base Effect	150
Effect	Earthen blades slice upwards, hitting a single enemy.

Fire Bolt

MP Cost	2
Element	Fire
Target	Single enemy
Learn	Already learned
Base Effect	200
Effect	A sphere of fire is launched, hitting a single enemy.

Thunder Bolt

MP Cost	2
Element	Wind
Target	Single enemy
Learn	Already learned
Base Effect	150
Effect	Lightning crashes from the sky, hitting a single enemy.

Wounds

MP Cost	2
Element	Dark
Target	Single enemy
Learn	Already learned
Base Effect	150
Effect	A devil emerges from the dark, hitting a single enemy.

Shadow Bolt

MP Cost	5
Element	Dark
Target	Single enemy
Learn	Already learned
Base Effect	250
Effect	Demonic bubbles shoot off, hitting a single enemy.

Laser Beams

MP Cost	4
Element	Light
Target	All enemies
Learn	Already learned
Base Effect	80
Effect	Rays of light flood the area, hitting all enemies on-screen.

Black Saber

MP Cost	10
Element	Dark
Target	Target and surrounding enemies
Learn	Already learned
Base Effect	500
Effect	A murky wind is summoned, hitting all enemies above.

Eruption

MP Cost	16
Element	Fire
Target	Target and surrounding enemies
Learn	Already learned
Base Effect	800
Effect	Hot magma pours from the ground, hitting all enemies in the area.

Crushing Earth

MP Cost	12
Element	Earth
Target	All enemies
Learn	Already learned
Base Effect	600
Effect	Sharp rock formations rise up, hitting all enemies on-screen.

Thunder Storm

MP Cost	14
Element	Wind
Target	All enemies
Learn	Already learned
Base Effect	700
Effect	Lightning dances across the sky, hitting all enemies on-screen.



Light Cross

MP Cost	10
Element	Light
Target	All enemies
Learn	Already learned
Base Effect	250
Effect	Crosses of light are conjured, hitting all enemies on-screen.

Explode

MP Cost	48
Element	Fire
Target	All enemies
Learn	Lv48
Base Effect	2400
Effect	A deadly explosion is triggered, hitting all enemies on-screen.

Stone Rain

MP Cost	46
Element	Earth
Target	All enemies
Learn	Lv46
Base Effect	2300
Effect	Large rock clusters rain down, hitting all enemies on-screen.

Shadow Flare

MP Cost	31
Element	Dark
Target	All enemies
Learn	Lv38
Base Effect	1550
Effect	Demonic matter is conjured, hitting all enemies on-screen.

Thunder Cloud

MP Cost	24
Element	Wind
Target	All enemies
Learn	Lv34
Base Effect	1200
Effect	Bolts of lightning rain down, hitting all enemies on-screen.

Dark Sphere

MP Cost	64
Element	Dark
Target	All enemies
Learn	Lv48
Base Effect	Reduces HP to 25%
Effect	A door to another world opens, sucking away all enemies with less than 25% of their HP.

Star Flare

MP Cost	26
Element	Light
Target	All enemies
Learn	Lv36
Base Effect	1300
Effect	Clusters of burning light crash, hitting all enemies on-screen.

Ravenous Fiend

MP Cost	19
Element	Dark
Target	All enemies
Learn	Item (Space-Time Laboratory)
Base Effect	950
Effect	Gremlins appear from the dark, hitting all enemies on-screen.

Demon's Gate

MP Cost	37
Element	Dark
Target	All enemies
Learn	Item (Revorse Tower, 1F)
Base Effect	1850
Effect	Devils are summoned, hitting all enemies on-screen.

Meteor Swarm

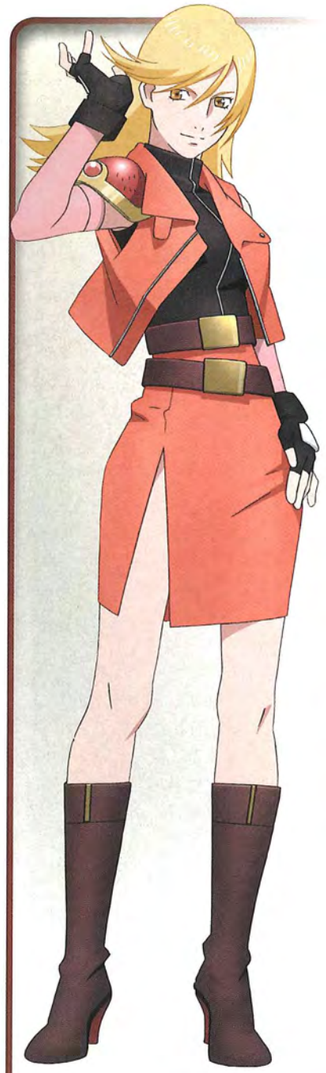
MP Cost	70
Element	Light
Target	All enemies
Learn	Item (Revorse Tower, 2F)
Base Effect	3500
Effect	Giant meteors hurtle down, hitting all enemies on-screen.

ILIA SILVESTRI

RACE: Human

AGE: 23

Ilia is an officer in the Terran Alliance and Ronyx's second-in-command. In addition to her high intelligence (she has earned a Ph.D.), Ilia is trained in martial arts. Though mature and disciplined, she has a bright and playful side as well, as displayed by her connoisseur's love of alcohol.



ILIA'S SPECIAL ARTS

Palm of Destruction

MP Cost	4
Element	None
Target	Target and surrounding enemies
Learn	Lv9
Multiplier	1
Max Hits	1
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Fire off a burst of inner energy.

Avenging Fist

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Lv25
Multiplier	0.75
Max Hits	2
Rank Up	100/400
Changes	Damage + 0.004, Max Hits +1
Max Rank	4
Effect	Deliver a rapid succession of punches.

Meteor Palm

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Lv13
Multiplier	1.5
Max Hits	1
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Deliver a downward punch from midair.

Bluewyrm Strike

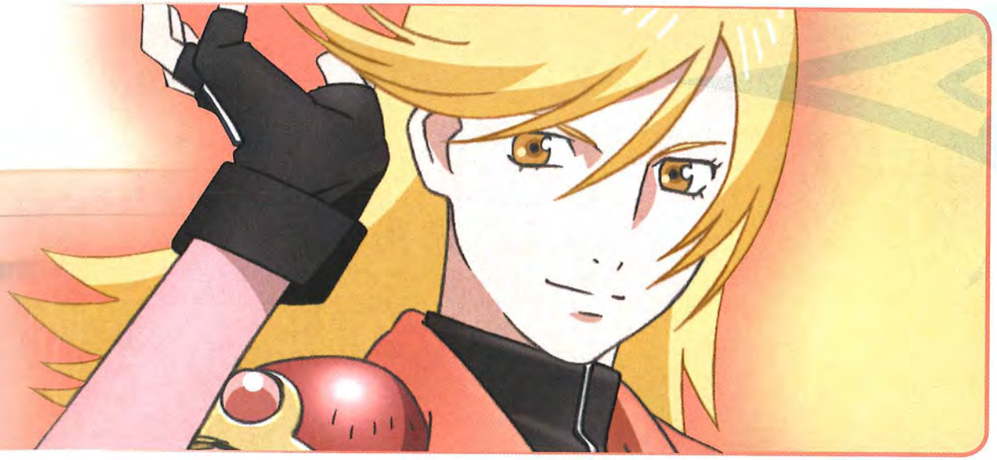
MP Cost	16
Element	Water
Target	Target and surrounding enemies
Learn	Palm of Destruction augmented by the Four Beasts technique. (Mid)
Multiplier	1.5
Max Hits	1
Rank Up	200/800
Changes	Damage + 0.25
Max Rank	4
Effect	Summon the Bluewyrm.

Explosive Kick

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Lv17
Multiplier	1.5
Max Hits	1
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Deliver kicks bursting with inner energy.

Tiger Claw

MP Cost	18
Element	Wind
Target	Target and surrounding enemies
Learn	Avenging Fist augmented by the Four Beasts technique. (Mid)
Multiplier	1.25
Max Hits	4
Rank Up	200/800
Changes	Damage + 0.004, Max Hits +1
Max Rank	4
Effect	Summon the White Tiger.



Tortoise Smash

MP Cost	16
Element	Earth
Target	Target and surrounding enemies
Learn	Explosive Kick augmented by the Four Beasts technique. (Mid)
Multiplier	0.75
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.375
Max Rank	2
Effect	Summon the Black Tortoise.

Divine Wrath

MP Cost	50
Element	None
Target	Target and surrounding enemies
Learn	Divine Strike augmented by the Divine Fury technique. (Low)
Multiplier	1
Max Hits	5
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Deliver a rapid succession of kicks.

Phoenix Blast

MP Cost	22
Element	Fire
Target	Target and surrounding enemies
Learn	Meteor Palm augmented by the Four Beasts technique. (Mid)
Multiplier	2
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Crimson Phoenix.

Divine Strike

MP Cost	50
Element	None
Target	Target and surrounding enemies
Learn	Any Four Beasts special art augmented by the Bagua technique. (Low)
Multiplier	1
Max Hits	5
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Deliver rapid successions of attacks.

CYUSS WARREN

RACE: Highlander

AGE: 23

Cyuss travels the world, seeking to become the strongest swordsman in all the land. He is a Highlander, from the mountain kingdom of Astral. Upon meeting Roddick, he recognizes the young Fellpool's hidden talent with the sword and treats him with a friendly rivalry. Cyuss's rough and crude mannerisms belie his heroic personality.



CYUSS'S SPECIAL ARTS

Shockwave Swirl

MP Cost	3
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver a shockwave in a 360-degree arc.

Thunderclap Blade

MP Cost	5
Element	Wind
Target	Target and surrounding enemies
Learn	Lv21
Multiplier	1.25
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Direct a lightning bolt to an enemy.

Spirit Strike

MP Cost	4
Element	None
Target	Target and surrounding enemies
Learn	Lv13
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Fire off a burst of inner energy.

Firestorm Blade

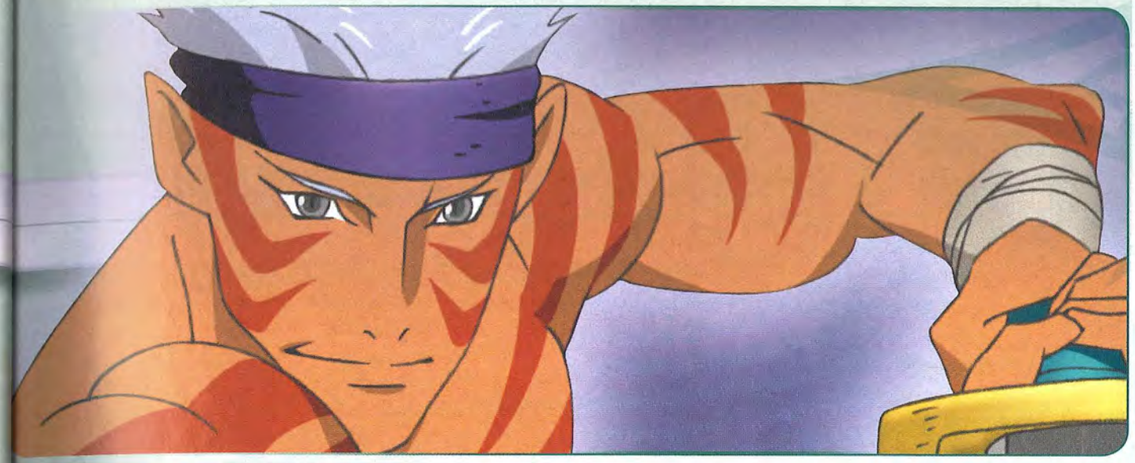
MP Cost	6
Element	Fire
Target	Target and surrounding enemies
Learn	Lv27
Multiplier	0.75
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.375
Max Rank	2
Effect	Deliver fiery attacks with a burning sword.

Double Slash

MP Cost	8
Element	None
Target	Target and surrounding enemies
Learn	Lv17
Multiplier	0.5
Max Hits	3
Rank Up	100/200
Changes	Damage + 0.25
Max Rank	2
Effect	Deliver two attacks in rapid succession.

Lightray Blade

MP Cost	10
Element	Light
Target	Target and surrounding enemies
Learn	Lv31
Multiplier	0.375
Max Hits	11
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Fire off a barrage of glowing orbs.



Omega Firestorm Blade

MP Cost	17
Element	Wind
Target	Target and surrounding enemies
Learn	Firestorm Blade augmented by the Omega technique. (High)
Multiplier	0.5
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Deliver an upward cut with a blazing sword.

Tortoise Surge

MP Cost	35
Element	Earth
Target	Target and surrounding enemies
Learn	Spirit Strike augmented by the Four Beasts technique. (Mid)
Multiplier	3
Max Hits	1
Rank Up	200/400
Changes	Damage + 1
Max Rank	2
Effect	Summon the Black Tortoise.

Omega Thunderclap Blade

MP Cost	22
Element	Wind
Target	Target and surrounding enemies
Learn	Thunderclap Blade augmented by the Omega technique. (High)
Multiplier	2
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.75
Max Rank	2
Effect	Throw a sword at the enemy, directing lightning towards it.

Tiger Surge

MP Cost	27
Element	Wind
Target	Target and surrounding enemies
Learn	Shockwave Swirl augmented by the Four Beasts technique. (Mid)
Multiplier	2.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 1
Max Rank	2
Effect	Summon the White Tiger.

Omega Double Slash

MP Cost	24
Element	None
Target	Target and surrounding enemies
Learn	Double Slash augmented by the Omega technique. (High)
Multiplier	0.75
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Somersault through the air while shooting out shockwaves.

Dragon Surge

MP Cost	27
Element	Water
Target	Target and surrounding enemies
Learn	Lightray Blade augmented by the Four Beasts technique. (Mid)
Multiplier	0.625
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Summon the Azure Dragon.

PHIA MELLE

RACE: Highlander

AGE: 21

Phia is a member of the Astral Knight Corps. She practices the Hisho-ken sword technique, with which she utilizes two short blades as gracefully as a falcon uses its wings and just as deadly as any bird-of-prey. She often worries about Cyuss—whom she has known since childhood—but she attempts to hide these feelings. Wanting to prove herself as a valiant knight, she is hard-bitten and sometimes rather stern.

Obtaining the Gods of War SFT

When Phia joins the party the first time you arrive in Autanim or Astral City (depending on your previous choices), she does not possess the Gods of War SFT. However, if you have six or fewer characters in your party when returning to the castle in Astral City with the Van Emblem, Phia offers to join the party. At that point, she possesses the Gods of War SFT, which allows her to learn all of her special arts.



PHIA'S SPECIAL ARTS

Raven Sword

MP Cost	5
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.25
Max Hits	1
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Hurl a dagger so it rotates through the air.

Three Volley

MP Cost	12
Element	None
Target	Target and surrounding enemies
Learn	Lv29
Multiplier	1.5
Max Hits	3
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Hurl three rotating daggers in one direction.

Dancing Sword

MP Cost	5
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Hook and pull in an enemy for further attacks.

Aqua Spread

MP Cost	12
Element	Water
Target	Target and surrounding enemies
Learn	Lv31
Multiplier	0.5
Max Hits	10
Rank Up	100/400
Changes	Damage + 0.125
Max Rank	4
Effect	Hurl a dagger imbued with the powers of water.

Three Way

MP Cost	12
Element	None
Target	Target and surrounding enemies
Learn	Lv21
Multiplier	1.5
Max Hits	3
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Hurl rotating daggers in three directions.

Galaxy SB

MP Cost	18
Element	Light
Target	Target and surrounding enemies
Learn	Lv37
Multiplier	0.25
Max Hits	3
Rank Up	100/400
Changes	Damage + 0.25
Max Rank	4
Effect	Hurl rotating daggers that travel in circles around the character.



Sylvan Shot

MP Cost	20
Element	None
Target	Target and surrounding enemies
Learn	Three Way augmented by the Gods of War technique. (High)
Multiplier	1
Max Hits	3
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Deliver quick successions of bursts of inner energy.

Unholy Terror

MP Cost	32
Element	None
Target	Target and surrounding enemies
Learn	Galaxy SB augmented by the Gods of War technique. (Mid)
Multiplier	1.5
Max Hits	1
Rank Up	200/800
Changes	Damage + 0.25
Max Rank	4
Effect	Hurl daggers down from mid-air.

Victory Terror

MP Cost	32
Element	None
Target	Target and surrounding enemies
Learn	Unholy Terror augmented by the Gods of War technique. (Low)
Multiplier	0.5
Max Hits	6
Rank Up	200/800
Changes	Damage + 0.004, Max Hits +1
Max Rank	4
Effect	Skewer an enemy with numerous daggers.

ASHLAY BERNBELDT

Ashlay is renowned for his meritorious deeds as a young warrior in the Demonic Wars. Despite having moved on in years and losing his left arm in battle, his skill with the sword remains undeniable. A wise veteran, he seeks to pass along his knowledge to a deserving pupil.

Teaching Roddick the Wyrm King SFT

Ashlay wishes to pass his knowledge to Roddick. Roddick can learn several additional special arts by acquiring Ashlay's Wyrm King SFT. Use Ashlay as a Battle Member in boss fights and initiate Private Actions related to Ashlay to increase his feelings for Roddick to a score of 9 or higher.

Specifically, initiate Private Action #50 with Ashlay at Van City and speak with him in the Weapon Shop. Agree to be his pupil to score additional affection points. After that, continue the game until the Eye of Truth is obtained from the Purgatorium Inner Sanctum. When this occurs, initiate Private Action #103 at Silvalant City and speak to Ashlay in the castle courtyard to teach Roddick the Wyrm King SFT.



ASHLAY'S SPECIAL ARTS

Double Slash

MP Cost	5
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.75
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.25
Max Rank	2
Effect	Deliver two attacks in rapid succession.

Shockwave Swirl

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.5
Max Rank	2
Effect	Deliver a shockwave in a 360-degree arc.

Thunderclap Blade

MP Cost	5
Element	Wind
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.25
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Direct a lightning bolt to an enemy.

Firestorm Blade

MP Cost	6
Element	Fire
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.75
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.375
Max Rank	2
Effect	Deliver fiery attacks with a burning sword.

Lightray Blade

MP Cost	10
Element	Light
Target	Target and surrounding enemies
Learn	Lv29
Multiplier	0.375
Max Hits	11
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Fire off a barrage of glowing orbs.

Dragon Slash

MP Cost	25
Element	Water
Target	Target and surrounding enemies
Learn	Lv31
Multiplier	1.5
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Azure Dragon.



RACE: Highlander

AGE: 57

Phoenix Blast

MP Cost	32
Element	Fire
Target	Target and surrounding enemies
Learn	Lv35
Multiplier	1.5
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Summon the Crimson Phoenix.

Omega Thunderclap Blade

MP Cost	22
Element	Wind
Target	Target and surrounding enemies
Learn	Thunderclap Blade augmented by the Omega technique. (High)
Multiplier	2
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.75
Max Rank	2
Effect	Throw a sword at the enemy, directing lightning toward it.

Omega Double Slash

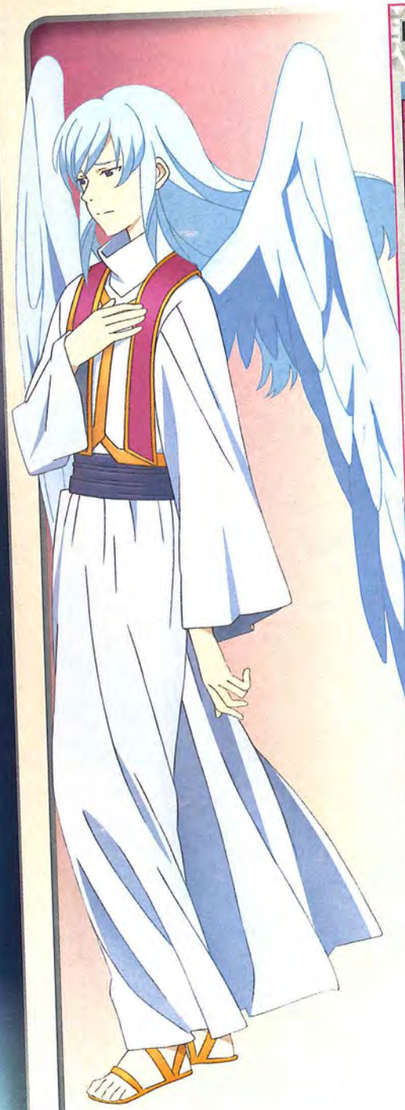
MP Cost	24
Element	None
Target	Target and surrounding enemies
Learn	Double Slash augmented by the Omega technique. (High)
Multiplier	0.75
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Somersault through the air while shooting out shockwaves.

IOSHUA JERAND

RACE: Featherfolk

AGE: 20

At an early age, Ioshua saw his parents murdered and he was separated from his younger sister. He has been searching for her ever since. Although normally gentle and calm, he cannot help but become emotional when it comes to his sister.



IOSHUA'S SPELLS

Heal

MP Cost	4
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	100
Effect	Slightly restores HP for a single party member.

Glaive

MP Cost	2
Element	Earth
Target	Single enemy
Learn	Already learned
Base Effect	150
Effect	Earthen blades slice upwards, hitting a single enemy.

Thunder Bolt

MP Cost	2
Element	Wind
Target	Single enemy
Learn	Already learned
Base Effect	150
Effect	Lightning crashes from the sky, hitting a single enemy.

Wind Blade

MP Cost	2
Element	Wind
Target	Single enemy
Learn	Already learned
Base Effect	200
Effect	A turbulent tornado is summoned, hitting a single enemy.

Ice Needles

MP Cost	2
Element	Water
Target	Single enemy
Learn	Already learned
Base Effect	200
Effect	A shower of sharp icicles falls, hitting a single enemy.

Cure Light

MP Cost	16
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	800
Effect	Restores HP for a single party member.

Laser Beams

MP Cost	4
Element	Light
Target	All enemies
Learn	Already learned
Base Effect	80
Effect	Rays of light flood the area, hitting all enemies on-screen.

Deep Freeze

MP Cost	8
Element	Water
Target	Target and surrounding enemies
Learn	Already learned
Base Effect	400
Effect	Giant hailstones crash down, hitting all enemies in the area.



Crushing Earth

MP Cost	12
Element	Earth
Target	All enemies
Learn	Lv26
Base Effect	600
Effect	Sharp rock formations rise up, hitting all enemies on-screen.

Cure All

MP Cost	24
Element	Healing
Target	All allies
Learn	Already learned
Base Effect	1200
Effect	Restores HP for all party members.

Thunder Storm

MP Cost	14
Element	Wind
Target	All enemies
Learn	Lv28
Base Effect	700
Effect	Lightning dances across the sky, hitting all enemies on-screen.

Light Cross

MP Cost	10
Element	Light
Target	All enemies
Learn	Lv24
Base Effect	250
Effect	Crosses of light are conjured, hitting all enemies on-screen.

Magnum Tornado

MP Cost	8
Element	Wind
Target	Target and surrounding enemies
Learn	Already learned
Base Effect	400
Effect	A giant tornado is conjured, hitting all enemies in the area.

Stone Rain

MP Cost	46
Element	Earth
Target	All enemies
Learn	Lv46
Base Effect	2300
Effect	Large rock clusters rain down, hitting all enemies on-screen.

Faerie Healing

MP Cost	28
Element	Healing
Target	Single ally
Learn	Lv42
Base Effect	2800
Effect	Restores a significant amount of HP for a single party member.

Thunder Cloud

MP Cost	24
Element	Wind
Target	All enemies
Learn	Lv34
Base Effect	1200
Effect	Bolts of lightning rain down, hitting all enemies on-screen.

Fohn Wind

MP Cost	18
Element	Wind
Target	All enemies
Learn	Lv30
Base Effect	900
Effect	A hot, dusty wind blows through, hitting all enemies.

Noah

MP Cost	30
Element	Water
Target	All enemies
Learn	Lv38
Base Effect	1500
Effect	A giant flood is summoned, hitting all enemies on-screen.

Star Flare

MP Cost	26
Element	Light
Target	All enemies
Learn	Lv36
Base Effect	1300
Effect	Clusters of burning light crash, hitting all enemies on-screen.

Extinction

MP Cost	60
Element	None
Target	All enemies
Learn	Item (Cave of the Seven Stars, B15)
Base Effect	3000
Effect	A strong blast of energy occurs, hitting all enemies on-screen.

ERYS JERAND

RACE: Featherfolk

Age: 17

Erys is first discovered encased in ice at some ancient ruins. Her life story is shrouded in mystery. Erys is actually Ioshua's younger sister. She was kidnapped and brainwashed into becoming an assassin for the Crimson Shield. Although she is generally cute and friendly, some things Erys says can be vaguely frightening. This strangeness is likely influenced by her experience as an assassin.



ERYS'S SPELLS

Heal

MP Cost	4
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	100
Effect	Slightly restores HP for a single party member.

Cure Light

MP Cost	16
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	800
Effect	Restores HP for a single party member.

Fire Bolt

MP Cost	2
Element	Fire
Target	Single enemy
Learn	Already learned
Base Effect	200
Effect	A sphere of fire is launched, hitting a single enemy.

Acid Rain

MP Cost	8
Element	Support
Target	All enemies
Learn	Already learned
Base Effect	N/A
Effect	A powerful shower of acid falls, lowering the defense of all enemies on-screen.

Deep Mist

MP Cost	12
Element	Support
Target	All enemies
Learn	Already learned
Base Effect	N/A
Effect	A deep mist is summoned, lowering the hit rate of all enemies on-screen.

Star Light

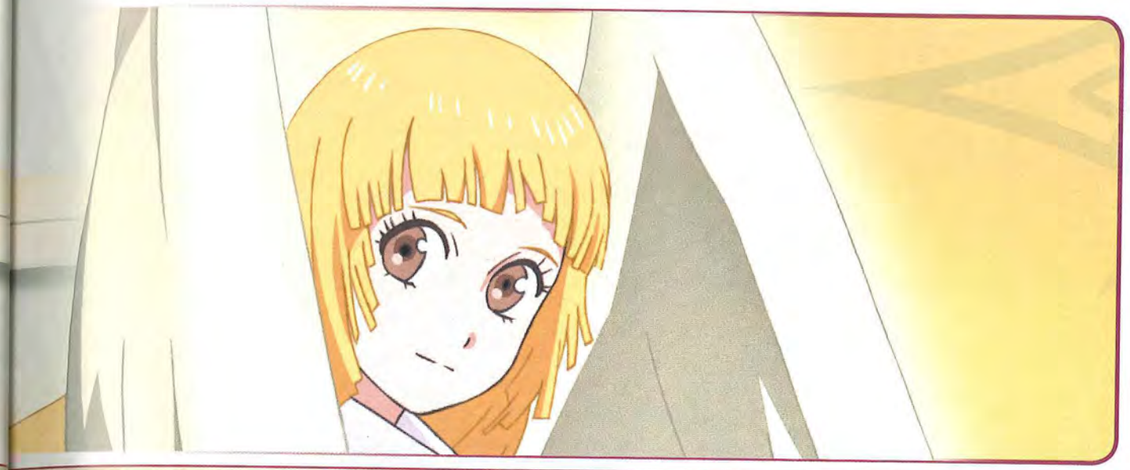
MP Cost	6
Element	Light
Target	All enemies
Learn	Already learned
Base Effect	120
Effect	Light pours down from the stars, hitting all enemies on-screen.

Silence

MP Cost	14
Element	Support
Target	All enemies
Learn	Already learned
Base Effect	N/A
Effect	Halts the flow of air and prevents spell casting for all enemies on-screen.

Eruption

MP Cost	16
Element	Fire
Target	Target and surrounding enemies
Learn	Already learned
Base Effect	800
Effect	Hot magma pours from the ground, hitting all enemies in the area.



Delay

MP Cost	18
Element	Support
Target	Single enemy
Learn	Already learned
Base Effect	N/A
Effect	Impedes the flow of time to decrease the movement rate of a single enemy.

Lunar Light

MP Cost	28
Element	Light
Target	All enemies
Learn	Already learned
Base Effect	2400
Effect	Moonlight pours from above, hitting all enemies on-screen.

Fix Cloud

MP Cost	12
Element	Support
Target	All enemies
Learn	Already learned
Base Effect	N/A
Effect	A shockwave passes through, dazing all enemies on-screen.

Cure All

MP Cost	24
Element	Healing
Target	All allies
Learn	Already learned
Base Effect	1200
Effect	Restores HP for all party members.

Faerie Healing

MP Cost	28
Element	Healing
Target	Single ally
Learn	Lv42
Base Effect	2800
Effect	Restores a significant amount of HP for a single party member.

Faerie Light

MP Cost	28
Element	Healing
Target	All allies
Learn	Lv52
Base Effect	2200
Effect	Restores a significant amount of HP for all party members.

Condition Cure

MP Cost	24
Element	Healing
Target	Single ally
Learn	Already learned
Base Effect	N/A
Effect	Cancels all status ailments and spell effects on a single party member.

Raise Dead

MP Cost	44
Element	Healing
Target	Single ally
Learn	Lv46
Base Effect	50% target HP
Effect	Resuscitates a single party member.

Meteor Swarm

MP Cost	70
Element	Light
Target	All enemies
Learn	Item (Revorse Tower, 2F)
Base Effect	3500
Effect	Giant meteors hurtle down, hitting all enemies on-screen.

Explode

MP Cost	48
Element	Fire
Target	All enemies
Learn	Already learned
Base Effect	2400
Effect	A deadly explosion is triggered, hitting all enemies on-screen.

Southern Cross

MP Cost	40
Element	Light
Target	Single target
Learn	Already learned
Base Effect	2000
Effect	The Southern Cross shines down, hitting all enemies on-screen.

Extinction

MP Cost	60
Element	None
Target	All enemies
Learn	Item (Cave of the Seven Stars, B15)
Base Effect	3000
Effect	A strong blast of energy occurs, hitting all enemies on-screen.

MAVELLE FROESSON

RACE: Muah

AGE: 19

The Crimson Shield killed Mavelle's family and she travels the world seeking revenge against him. Nothing is known about her past. Mavelle's body previously belonged to a Muah, one of the Old Race. Erys switched bodies with Mavelle's in order to seek vengeance against the Crimson Shield for murdering her family and turning her into a cold-blooded killer. Mavelle is usually uncomfortable in Ioshua's presence, but she cannot bring herself to tell him the truth.



MAVELLE'S SPECIAL ARTS & SPELLS

Raven Orb

MP Cost	5
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.25
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Hurl an orb at an enemy.

Thunder Orb

MP Cost	12
Element	Wind
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Hurl a lightning-imbued orb at an enemy.

Flare Orb

MP Cost	12
Element	Fire
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Hurl a fire-imbued orb at an enemy.

Ark Crystal

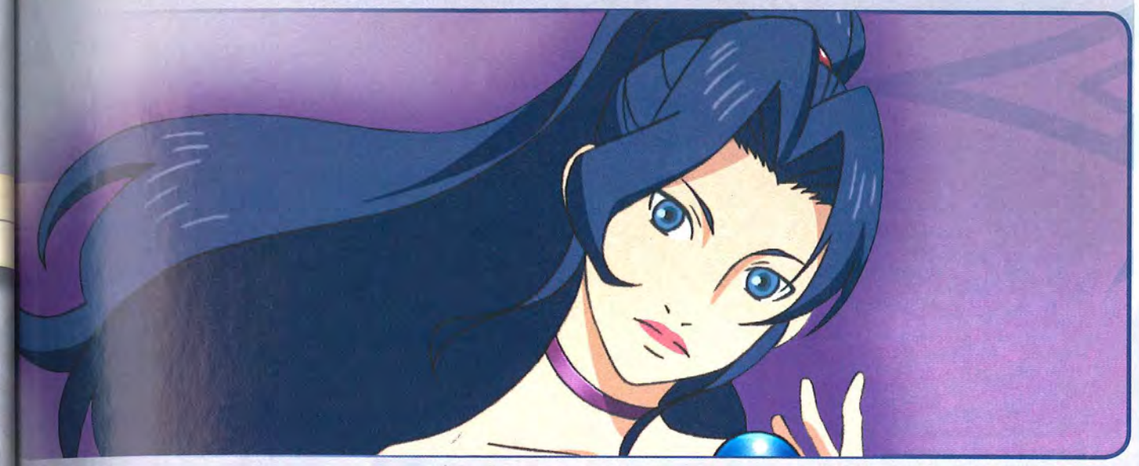
MP Cost	12
Element	Daze
Target	Single target
Learn	Lv33
Multiplier	N/A
Max Hits	1
Rank Up	100/200
Changes	Increased Status Duration
Max Rank	2
Effect	Disable an enemy from attacking by hurling an orb at the enemy.

Hail Orb

MP Cost	12
Element	Water
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Hurl a water-imbued orb at an enemy.

Seal Crystal

MP Cost	12
Element	Daze
Target	Single target
Learn	Lv37
Multiplier	N/A
Max Hits	1
Rank Up	100/200
Changes	Increased Status Duration
Max Rank	2
Effect	Disable an enemy's movement by hurling an orb at the enemy.



Death Crystal

MP Cost	24
Element	Instant Death
Target	Single target
Learn	Lv39
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Increased Chance of Death
Max Rank	2
Effect	Instantly kill an enemy by hurling an orb at it.

Galaxy

MP Cost	50
Element	Light
Target	Target and surrounding enemies
Learn	Thunder Orb augmented by the Omega technique. (Mid)
Multiplier	0.5
Max Hits	20
Rank Up	100/800
Changes	Damage + 0.0625
Max Rank	8
Effect	Attack with the power of the stars.

Southern Cross

MP Cost	28
Element	Light
Target	Single target
Learn	Flare Orb augmented by the Omega Technique. (Mid)
Multiplier	0.5
Max Hits	5
Rank Up	100/800
Changes	Damage + 0.0625
Max Rank	8
Effect	The Southern Cross shines down, hitting all enemies on-screen.

Seventh Star

MP Cost	40
Element	Light
Target	Single target
Learn	Hail Orb augmented by the Omega Technique. (Mid)
Multiplier	0.5
Max Hits	7
Rank Up	100/800
Changes	Damage + 0.0625
Max Rank	8
Effect	Hurl rapid succession of orbs with the power of the stars.

PERICCI

RACE: Lesser Fellpool

AGE: 16

Pericci is a Lesser Fellpool, a race uncommonly seen on Roak, who can transform into a cat. Pericci is quite innocent and naive, but her past experience makes her generally distrustful of people.



PERICCI'S SPECIAL ARTS

Multiple Punch

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.5
Max Hits	3
Rank Up	100/200
Changes	Damage + 0.25
Max Rank	2
Effect	Summon three cats to attack.

Air Kisses

MP Cost	12
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.008, Max Hits + 2
Max Rank	2
Effect	Blow hearts at enemies.

Power Dance

MP Cost	10
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.25
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.125
Max Rank	2
Effect	Create a ring of blazing light around the character and attack enemies.

Healing Dance

MP Cost	16
Element	Healing
Target	All allies
Learn	Already learned
Multiplier	N/A
Max Hits	N/A
Rank Up	100/200
Changes	HP Recovery + 15%
Max Rank	2
Effect	Restore HP for party members.

Panther Charge

MP Cost	12
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.5
Max Hits	3
Rank Up	100/200
Changes	Damage + 0.25
Max Rank	2
Effect	Somersault into an enemy and then deliver attacks in rapid succession.

Spread Missile

MP Cost	10
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	Varies per hit
Max Hits	1
Rank Up	200/400
Changes	Damage + 0.75
Max Rank	2
Effect	Toss bombs at enemies.



Roundhouse

MP Cost	12
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Swing a leg down on an enemy.

Dream Hammer

MP Cost	24
Element	None
Target	Target and surrounding enemies
Learn	Panther Charge augmented by the Feline technique. (High)
Multiplier	1
Max Hits	3
Rank Up	250/500
Changes	Damage + 0.004, Max Hits +1
Max Rank	2
Effect	Slam down a giant hammer onto enemies.

Panic Dance

MP Cost	12
Element	Daze
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	N/A
Max Hits	1
Rank Up	100/200
Changes	Increased Status Duration
Max Rank	2
Effect	Daze enemies with a mystical dance.

JC Somersault

MP Cost	24
Element	None
Target	Target and surrounding enemies
Learn	Roundhouse augmented by the Feline technique. (Mid)
Multiplier	1
Max Hits	3
Rank Up	200/400
Changes	Damage + 0.375
Max Rank	2
Effect	Deliver attacks in rapid succession.

Cutie in the Sky

MP Cost	10
Element	Support
Target	Single target
Learn	Already learned
Multiplier	N/A
Max Hits	N/A
Rank Up	100/200
Changes	Increased Distraction Duration
Max Rank	2
Effect	Distract enemies by pointing at something in the sky.

Magical Dance

MP Cost	60
Element	Healing
Target	All allies
Learn	Power Dance augmented by the Feline technique. (Low)
Multiplier	N/A
Max Hits	N/A
Rank Up	200/400
Changes	MP Recover + 2.5%
Max Rank	2
Effect	Restore MP for party members.

T'NIQUE ARCANA

RACE: Lycanthrope

Age: 18

T'nique looks human, but when his blood gets going he transforms into a wolf. In other words, he is a Lycanthrope. Seeking to become a master martial artist, he devotes himself daily to training. T'nique is a very positive and an eager young man.



T'NIQUE'S SPECIAL ARTS

Tornado Strike

MP Cost	5
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.25
Max Hits	5
Rank Up	100/200
Changes	Damage + 0.125
Max Rank	2
Effect	Rotate around a staff while attacking.

Gale Strike

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.75
Max Hits	2
Rank Up	100/200
Changes	Damage + 0.375
Max Rank	2
Effect	Deliver rapid successions of staff attacks.

Glacial Strike

MP Cost	12
Element	Water
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.5
Max Hits	4
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Fire clusters of ice.

Double Destroyer

MP Cost	24
Element	Instant Death
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.004, increased Instant Death Chance
Max Rank	2
Effect	Instantly kill an enemy with a single staff thrust.

Hurricane Strike

MP Cost	17
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	0.75
Max Hits	3
Rank Up	100/400
Changes	Damage + 0.008, Max Hits +1
Max Rank	4
Effect	Rapidly rotate the staff for a devastating strike.

Flame Tornado

MP Cost	19
Element	Fire
Target	Target and surrounding enemies
Learn	Tornado Strike augmented by the Bagua technique. (High)
Multiplier	0.5
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Deliver fiery attacks while whirling around a staff.



Gale Hurricane

MP Cost	19
Element	Wind
Target	Target and surrounding enemies
Learn	Gale Strike augmented by the Bagua technique. (Mid)
Multiplier	0.5
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.25
Max Rank	2
Effect	Shoot out a tornado.

Divine Strike

MP Cost	55
Element	None
Target	Target and surrounding enemies
Learn	Hurricane Strike augmented by the Bagua technique. (Low)
Multiplier	0.625
Max Hits	8
Rank Up	200/800
Changes	Damage + 0.004, Max Hits +1
Max Rank	4
Effect	Deliver rapid successions of staff attacks.

Omega Strike

MP Cost	60
Element	None
Target	Target and surrounding enemies
Learn	Divine Strike augmented by the Omega technique. (Low)
Multiplier	0.625
Max Hits	7
Rank Up	200/800
Changes	Damage + 0.004, Max Hits +1
Max Rank	4
Effect	Deliver rapid successions of staff attacks.

WELCH VINEYARD

RACE: She won't say...
AGE: 18

Although intelligent, Welch has a rather aggressive and over-the-top personality. She is also totally boy-crazy. Her background is a complete mystery, yet she seems to know quite a lot about our heroes when they first meet.



WELCH'S SPECIAL ARTS

Slap

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Swat with a handy stick.

Spinning Finger

MP Cost	10
Element	Support
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	N/A
Max Hits	1
Rank Up	100/200
Changes	Increased Daze Duration
Max Rank	2
Effect	Daze enemies by spinning a handy stick.

Flick

MP Cost	6
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Jab with a handy stick.

Distraction

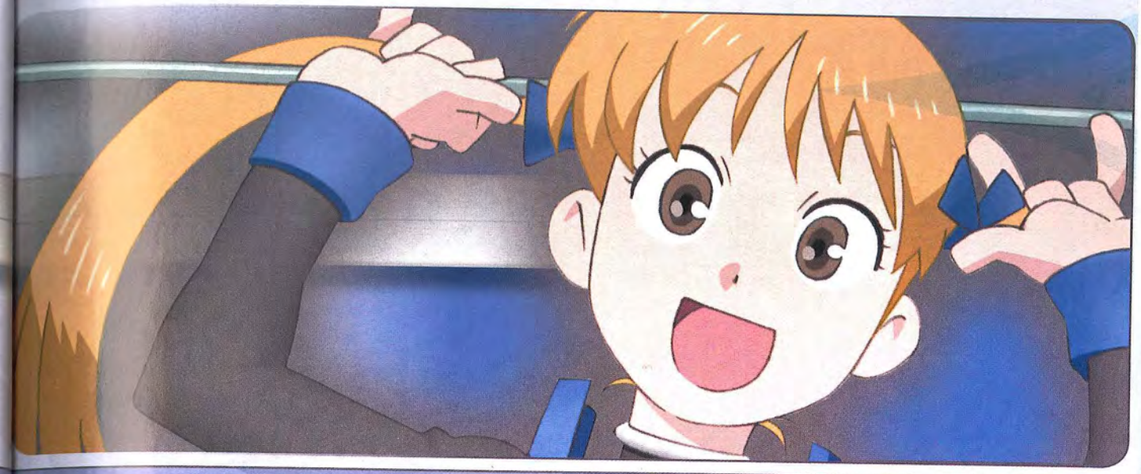
MP Cost	12
Element	Support
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	N/A
Max Hits	N/A
Rank Up	100/200
Changes	Increased chance to turn enemy away
Max Rank	2
Effect	Distract enemies with a handy stick.

Left Hand Rule

MP Cost	10
Element	Earth
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	1.5
Max Hits	1
Rank Up	100/200
Changes	Lifts enemy higher
Max Rank	2
Effect	Lift and slam an enemy to the ground.

Iron Fist

MP Cost	16
Element	None
Target	Target and surrounding enemies
Learn	Already learned
Multiplier	2
Max Hits	1
Rank Up	100/200
Changes	Damage + 0.75
Max Rank	2
Effect	Thrust with a handy stick.



Slappity Slap

MP Cost	28
Element	None
Target	Target and surrounding enemies
Learn	Slap augmented by the Omega technique.
Multiplier	0.5
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Swat an enemy in rapid succession.

Nibelungaling!

MP Cost	55
Element	Light
Target	Target and surrounding enemies
Learn	See note box that follows
Multiplier	2.5
Max Hits	1
Rank Up	100/800
Changes	Damage + 0.25
Max Rank	8
Effect	Jump into the air and hurl down a handy stick.

Rapid Flick

MP Cost	28
Element	None
Target	Target and surrounding enemies
Learn	Flick augmented by the Omega technique.
Multiplier	0.5
Max Hits	5
Rank Up	200/400
Changes	Damage + 0.125
Max Rank	2
Effect	Jab an enemy in rapid succession.

Mithril Fist

MP Cost	28
Element	Earth
Target	Target and surrounding enemies
Learn	Iron Fist augmented by the Omega technique.
Multiplier	1
Max Hits	2
Rank Up	200/400
Changes	Damage + 0.5
Max Rank	2
Effect	Delivers a huge shockwave.

Learning "Nibelungaling!"

To learn Welch's most devastating attack, obtain the Smooth Crystal from Level B30 in the Cave of Seven Stars (part of the Oracle Cave). Teach Welch the Crafting specialty and expend Skill Points to raise the skill to Lv10. Next, have Welch use Crafting on the Smooth Crystal to obtain a Symbol of the Gods. Use this item on Welch to teach her "Nibelungaling!"

DORNE MURTOUGH

RACE: Fellpool
AGE: 19



Dorne is another member of the Kratus Defense Force. Cheerful and jovial, he brings life and energy to the everyday boredom often found in Kratus. Dorne has been friends with Roddick and Millie since they were children. He has feelings for Millie, but he recognizes her feelings for Roddick and is unable to express himself to her.

SFT Skill Charts

For convenience, the following charts show the progression of certain characters and their ability to learn new special arts by using one previously attained through leveling, after learning the appropriate SFT skill. SFT skills are learned in one of three ways: during the course of story events; by completing certain side quests; and by opening certain treasure chests.

RODDICK

- THUNDERCLAP BLADE → OMEGA SFT → OMEGA THUNDERCLAP BLADE
- LIGHTRAY BLADE → OMEGA SFT → OMEGA LIGHTRAY BLADE
- DOUBLE SLASH → OMEGA SFT → OMEGA DOUBLE SLASH
- SPIRIT STRIKE → FOUR BEASTS SFT → DRAGON SLASH
- SHOCKWAVE SWIRL → FOUR BEASTS SFT → PHOENIX BLAST
- DRAGON ROAR → WYRM KING SFT → BLACKWYRM THUNDERSURGE
- DRAGON SLASH → WYRM KING SFT → BLUEWYRM THUNDERSURGE
- PHOENIX BLAST → WYRM KING SFT → REDWYRM THUNDERSURGE

ILIA

- PALM OF DESTRUCTION → FOUR BEASTS SFT → BLUEWYRM STRIKE
- AVENGING FIST → FOUR BEASTS SFT → TIGER CLAW
- TORTOISE SMASH → FOUR BEASTS SFT → EXPLOSIVE KICK
- METEOR PALM → FOUR BEASTS SFT → PHOENIX BLAST
- ANY FOUR BEAST ART → BAGUA SFT → DIVINE STRIKE
- DIVINE STRIKE → DIVINE FURY SFT → DIVINE WRATH

CYUSS

- FIRESTORM BLADE → OMEGA SFT → OMEGA FIRESTORM BLADE
- THUNDERCLAP BLADE → OMEGA SFT → OMEGA THUNDERCLAP BLADE
- DOUBLE SLASH → OMEGA SFT → OMEGA DOUBLE SLASH
- SPIRIT BLAST → FOUR BEASTS SFT → TORTOISE SURGE
- SHOCKWAVE SWIRL → FOUR BEASTS SFT → TIGER SURGE
- LIGHTRAY BLADE → FOUR BEASTS SFT → DRAGON SURGE

T'NIQUE

- TORNADO STRIKE → BAGUA SFT → FLAME TORNADO
- GALE STRIKE → BAGUA SFT → GALE HURRICANE
- HURRICANE STRIKE → BAGUA SFT → DIVINE STRIKE
- DIVINE STRIKE → OMEGA SFT → OMEGA STRIKE

ASHLAY

- THUNDERCLAP BLADE → OMEGA SFT → OMEGA THUNDERCLAP BLADE
- DOUBLE SLASH → OMEGA SFT → OMEGA DOUBLE SLASH

PHIA

- THREE WAY → GODS OF WAR SFT → SYLVAN SHOT
- GALAXY SB → GODS OF WAR SFT → UNHOLY TERROR
- UNHOLY TERROR → GODS OF WAR SFT → VICTORY TERROR

MAVELLE

- FLARE ORB → OMEGA SFT → SOUTHERN CROSS
- HAIL ORB → OMEGA SFT → SEVENTH STAR
- THUNDER ORB → OMEGA SFT → GALAXY

PERICCI

- PATHER CHARGE → FELINE SFT → DREAM HAMMER
- ROUNDHOUSE → FELINE SFT → JC SOMERSAULT
- POWER DANCE → FELINE SFT → MAGICAL DANCE

WELCH

- SLAP → OMEGA SFT → SLAPPITY SLAP
- FLICK → OMEGA SFT → RAPID FLICK
- IRON FIST → OMEGA SFT → MITHRIL FIST

GAMEPLAY

STAR OCEAN: First Departure is a remake of the original *STAR OCEAN*, published by Enix Corporation in Japan in July of 1996 on the Super Famicom. The game is an action RPG that follows a group of humorous and heroic fantasy adventurers as they embark on a science fiction odyssey through time and space.



The game utilizes party-based action combat wherein the player controls one character, with the ability to assume control of other characters as soon as their most recent action is complete. The objective of the game is to enjoy the story, meet and recruit new characters into your party, collect items and equipment, build your characters' skills and combat aptitudes, and eventually defeat the game's villain.



Since scenario branching prevents recruiting all of the possible characters during a single playthrough of the game, multiple playthroughs are encouraged. This chapter presents all functions and facets of the game for the sake of general player knowledge.



Title Screen



After booting the UMD game disk on your PlayStation Portable (PSP) system and watching the demo animation, the Title Screen appears. The Title Screen menu contains four options:

New Game: On your first playthrough with no data stored on the Memory Stick, this is the only selectable option. Select this to begin a new game.

Continue: With at least one *STAR OCEAN: First Departure* save game stored on the Memory Stick, choose this option to resume your adventure.

Movie Gallery: This option becomes available once the player has begun a new game and created a save game. Additional movies are unlocked in the gallery as the game progresses.

Voice Gallery: This feature is unlocked when the player saves at the final Save Point in the game. This option allows the player to listen to the voice tracks of recruited characters.

Map Navigation



STAR OCEAN: First Departure features three modes of play: map navigation, camp menu browsing, and combat. Within this chapter, each mode is broken down and thoroughly explained. It's important to note that the control configuration changes slightly in each mode.

In map navigation mode, the player controls the hero, who represents the entire party. The player can move the hero, explore the environment, and travel to new areas.

Default Controls: Navigation Mode

BUTTON PRESS	WHAT IT DOES
Directional buttons/ Analog Stick	Moves character
⊗ button	Talk, search, confirm choice
▣ button	Private Action (World Map only)
◎ button	Walk, cancel choice
△ button	Open Camp Menu (pauses game)
L/R buttons	Rotate View (World Map only)
START button	Cycle mini-map view

MOVEMENT

In map navigation mode, main protagonist Roddick represents the position of the entire party. Use the directional buttons or analog stick to move the character around the environment and explore.



WALK

By default, the on-screen character runs. Holding the ◎ button while moving causes Roddick to walk at normal speed. While this helps improve the accuracy of movement, it does not reduce the occurrence of random encounters in hostile areas or the World Map.



SEARCH OR SPEAK

Interact with objects in the environment and other characters by pressing the ⊗ button. By speaking to other characters, the player can learn additional information about the world and improve character relationships within the party. The player can also collect items from treasure chests.



Shops and Merchants

Throughout Roak, the towns and cities feature various shops where the player can acquire goods and services. To purchase items, the party must possess enough "Fol," the universal currency of the land. In some cities, merchants stand in the streets and hock their wares. To view a seller's inventory, approach the counter or approach them in person and speak to them.



First, choose whether to buy or sell goods. After choosing "buy," move the cursor down the inventory list. To purchase an item, press the right directional buttons or move the analog stick to the right to increase the quantity of an item to buy. To decrease the quantity desired, press the left directional button or move the analog stick to the left. Monitor the total price of the purchase and your funds remaining in the lower-right window. When the desired quantities of the items you wish to purchase are all numbered, press the ⊗ button and then confirm your purchase or move the cursor up to "checkout" and press the ⊗ button to confirm.



FOOD SHOPS

Food shops sell ingredients such as Grains, Vegetables, Eggs and Dairy, and so on. These items can be combined into highly restorative dishes by a character with a high Cooking skill level.





ITEM SHOPS

Item shops sell a variety of curative items the party can typically use during or after combat, such as Blueberries, Blackberries, status ailment cures, and many others. Item Shops sometimes sell valuable accessories and items related to specialties, such as music instruments, writing pens and paper, art supplies, minerals, and more.



While perusing an Item Shop's inventory, press the ■ button to view any additional information about the item.

IMPORTANT ITEMS

There are a few "essential adventurer" items that the party should have on hand in plentiful supply whenever leaving a town. Stock up on these items whenever you visit an Item Shop.

BLUEBERRIES
Recover HP. The amount restored can be enhanced via the Herbology skill.

BLACKBERRIES
Restore MP. The amount restored can be enhanced via the Herbology skill.

MEDICINE BOTTLE
Completely cures all status ailments. Dropped by several enemies and sold in towns on the Silvalant continent.

RESURRECTION ELIXIR
Resuscitates a party member. Sold in towns on the Astralian and Silvalant continents.

SPECTACLES
A magic pair of glasses a character can use in combat to "see" enemy data (name, current HP, current MP, weaknesses, and strengths). Spectacles are also used by the Appraising specialty to determine the identity of items that begin with a question mark. (?ITEM, ?HERB, ?MINERAL, ?ARMOR, and so on). This item proves handy while exploring dungeons.

WEAPON SHOPS

Weapon Shops provide armaments, armor, and accessories at a price. While the cursor highlights an equipment piece, the window in the upper-left corner displays who can equip the item and whether equipping it raises or lowers the character's statistics.



INN

The party can rest at Inns to fully recover HP and MP and to remove all status ailments, including Incapacitation (0 HP). Inns charge a fee based on the number of characters in the party, usually 30 Fol per person.



SKILL GUILDS

Many towns and cities feature Skill Guilds, wherein the party can purchase skill sets and learn new skills. Three employees usually operate each Skill Guild. The person typically centered behind the counter sells the skill sets. Each skill set can only be purchased once. Another person behind the counter, typically located off to the side, lists the skills included in each set.







Many Skill Guilds also feature an advisor who stands on your side of the counter. Speak to this person for advice on developing your characters' skills and specialties. Skill advisors typically make references to enemies appearing in the area, and how to tailor character's skills to dominate in combat.

SKILL SET	SKILLS	PRICE	1ST AVAILABLE
Knowledge 1	Mineralogy, Herbology, Recipe	300	Haute
Sense 1	Aesthetics, Resilience, Keen Eye, Courage	400	Haute
Technical 1	Sketching, Knife, Whistling, Imitation	400	Haute
Combat 1	Power Burst, Guardbreak, Qigong, Trance	400	Haute
Knowledge 2	Music Knowledge, Item Knowledge, Biology	1500	Autanim
Sense 2	Determination, Danger Radar, Purity, Poker Face	1600	Portmith
Technical 2	Eye for Detail, Penmanship, Animal Training, Machinery	1600	Tatroi
Combat 2	Godspeed, Sidestep, Body Control, Recast	1600	Tatroi
Knowledge 3	Mental Science, Faeriology, Piety	2700	Ionis
Sense 3	Effort, ESP, Aesthetic Design	2700	Eckdart
Technical 3	Performance, Smithing, Technology, Operation	3600	Eckdart
Combat 3	Feint, Counter, Hasten Speech, Concentration	4500	Van

ROTATING THE VIEW

While traveling the World Map from one location to another, you can rotate the view by pressing and holding either the L button or the R button.



Mini-map

While the party explores the World Map, a small, semi-transparent mini-map appears in the lower-right corner of the screen. The default display shows the entire World Map. Red dots on the mini-map represent towns and important locations, while the red arrow indicates the party's location and the direction in which they are facing. Press the START button to change the display; the mini-map zooms in closer and rotates to match the camera view. Press the START button again to remove the mini-map from the screen, and press it a fourth time to return to normal display.



Mini-map normal view.



Mini-map zoomed.



Mini-map turned off.

Private Action

When approaching certain towns and cities, the Private Action logo may appear in the upper-right corner of the screen. When this occurs, press the ■ button to enter the town as individuals rather than as a party.

During Private Action mode, Roddick explores the town alone. Additional NPCs may appear during a Private Action and speaking to them may trigger a bonus scene.





Additionally during a Private Action, the party members appear in town and can be spoken to. Doing so often triggers additional dialog scenes. Activating these scenes and making dialog choices during them may improve relations between characters in the party, which can boost combat abilities and unlock bonus scenes during the ending.



Camp Menu

Press the ▲ button during map navigation to enter the Camp Menu. The menu allows you to view tons of information about your party, use items, equip new gear, learn skills, develop specialties and use them, rename characters and view overall status, change game settings, configure party alignment and behavior during combat, and save your game. The control scheme changes slightly when the Camp Menu is open.



Default Controls—Camp Menu

BUTTON PRESS	WHAT IT DOES
Directional buttons/ Analog Stick	Moves cursor
✕ button	Select option
■ button	Toggle additional information (items)
● button	Cancel, go back
▲ button	Best equipment, show sub-menu (as shown)
L/R buttons	Switch character, page-up or page-down

SPECIAL ARTS/SPELLS



As characters achieve new experience levels, they learn powerful special arts and/or spells that can be deployed in battle. Any special art must be assigned to the L button or R button before it can be used in combat. Button assignments can be made in the Special Arts/Spells screen. Simply select a character, then choose a button to assign and choose a special art.



Spells are slightly different from special arts. Although spells can be assigned to the L or R buttons for quick use in combat, the spell caster is not limited to only these two. When controlling a character knowledgeable of spells, press the △ button during combat to open the Control Circle. Select "Symbology" and then choose a spell to cast. Select your targets, if necessary, and press the ✕ button to confirm.



Healers such as Millie and Ioshua learn two types of spells. Healing or status curing spells cannot be assigned to the L or R buttons. To use them during combat while controlling a healer, select "Symbology" from the character's Control Circle, and then choose a spell to cast and whom to cast it upon. Healing and status curing spells can be used between battles by selecting the Spell Usage option on the healer's Special Arts/Spells screen.

ITEMS



To say that items play a large role in *STAR OCEAN: First Departure* is a tragic understatement. Items not only allow party members to recover from damage and status afflictions, they can also be used in Item Creation and other specialties to create new and better items. Items are categorized and viewable in lists by type in the Camp Menu.



While viewing any item list, move the cursor to an item to view its likeness and description. Press the ■ button to view additional information about the displayed item.

Press the △ button in any item list to open the Reorder menu. Items can be ordered alphabetically (making them easier to find during combat) or by time acquired, from most recent to least.



NEWLY ACQUIRED

The 16 most recently acquired items are displayed in this category, regardless of type.

SINGLE-USE ITEMS

This category features healing and curative consumables for use in combat or the field. Most single-use items restore HP, MP, or cure persistent status ailments.

FOOD

Items in this category include fully prepared dishes ready to be eaten for a variety of effects, mostly restoring HP and MP for one or all.

WEAPONS

This category displays and allows the equipment of items that raise characters' Attack and Hit statistics, among others. Some weapons also provide the user with elemental attack advantages. Each character can only equip certain weapon types. To equip an item, highlight it with the cursor, press the ✕ button, and choose a character capable of equipping the weapon.

ARMOR

Equipment pieces in this category include Armors, Shields, Helmets, and Greaves that raise Defense. These pieces may also increase other statistics or add elemental protection.

ACCESSORIES

This category features items that characters can equip in either of their two Accessory slots. Accessories offer a wide variety of benefits—and sometimes penalties—to the wearer, such as statistical increase, elemental protection or vulnerability, MP usage decrease, and more.

The Accessories category is also the home of tools that can be equipped and used in certain locations. A Pickaxe, for instance, can be equipped and used to mine shiny spots for minerals. The Flint can be used to create explosions in areas where flammable gas vents, revealing new areas in the process. The Ocarina can be used to call upon a lonely kitty. To use tools, equip them in the Accessory slot of any party member and press the ✕ button at the appropriate location to use the tool.



MATERIALS

The Materials category includes items for use with specialties, such as cooking, music playing, writing, weapon customization, and more. Some materials can be consumed or equipped for minor benefits, but prove more useful when refined or combined with other items using specialties or super specialties.

OTHER

Contained in the "Other" category are items that have unique uses, such as Cinderella Glass (lowers prices in a shop), Jewel of the Frog (allows escape from dungeons to the World Map), or Bunny Whistle (makes World Map travel fast and uneventful). The Other category also houses keepsakes, art pieces, books, fanfics, and musical instruments used with the Music specialty.

COMBAT ITEMS

This category is a sorting option, allowing you to view the items that can heal allies or damage enemies during combat. Healing items in this category can be used to recover HP, MP, or status ailments in the field.

KEY ITEMS

Key items are obtained during the course of story events. Oftentimes, the party cannot access certain areas or trigger certain events without possessing the proper key item.

EQUIPMENT



The Equipment screen allows the player to equip characters with Weapons, Armor, and Accessories to promote their abilities in combat. While viewing the Equipment screen, press the △ button to automatically equip the character with the strongest available weapons and armor.



Choose an equipment slot to open the Inventory List screen. The party's inventory displays on the right, while the character's statistics appear on the left. As you move the cursor to highlight equipment pieces, the statistics in the left window show the change in the character's statistics, should that piece be equipped. Press the ✕ button to change the character's equipment to the highlighted piece.



On any Equipment screen, press the ■ button to display extra information about a piece, including statistical increases and elemental benefits or penalties.

Skills

The Skills options enable the player to increase character skill levels, thereby learning new specialties and super specialties in the process. The player can then use character specialties to work with items, possibly creating new and greater treasures in the process!

LEARN SKILLS



This option opens the Learn Skills screen, displaying the skills available to the first character in the party order. Press the L and R buttons to cycle through party members.

Skills can be purchased in sets from Skill Guilds, as mentioned previously in this chapter. Once a skill is purchased, Skill Points accumulated by leveling up in combat can be exchanged to raise a character's skill level.



When certain combinations of skills are raised, the character learns a new specialty. When two or more characters know the same combination of specialties, the party learns a super specialty.



To view a character's progress toward learning specialties or super specialties, press the △ button on the Learn Skills screen to open the Progress screen. Use the cursor to highlight specialties and super specialties the character is in the process of learning. A description of each specialty and the required skills are displayed in the upper half of the screen.



Remember that talents are a key factor in the success or failure of using a specialty. There is no point in teaching a specialty to a character if he or she does not have the capacity to develop the talents required for successful use. On the other hand, some characters can develop talents if they attempt to use a specialty often enough. Press the △ button while viewing the Progress screen to display the character's current talents. More about talents is detailed in the section about the Status screen.



COMBAT SKILLS

Skills learned by purchasing "combat" skill sets function in a different capacity. Combat skills are displayed in a green font on the Learn Skills screen. Spending Skill Points to level up combat skills improves the character's speed and prowess in battle. Combat skills can also be deactivated by pressing the ■ button while highlighting a combat skill on the Learn Skills screen.



Special Fighting Tactics (SFT) can only be obtained through game events. When an SFT skill is acquired and leveled up, the character has a high chance of learning new special arts and spells each time he uses some other special art or skill. More on this is detailed in *Chapter 1: Characters* of this guide.



ITEM CREATION

The Item Creation screen allows characters who know certain specialties to practice and perfect them through item identification, modification, reproduction, and creation. Any specialty that requires the use of one or more items is included on this screen, including:



Art: The special ability to breathe life into paintings and sculptures created by your character.

Customization: The special ability to modify one's weapons into something new and improved.

Appraising: The special ability to identify items with names that begin with a question mark.

Crafting: The special ability to craft gems and precious metals into original accessories.

Writing: The special ability to pen books on skills you have learned that raise the reader's skill level.

Compounding: The special ability to compound two herbs to create medicine.

Cooking: The special ability to process raw ingredients into food.

Alchemy: The special ability to turn iron into gems and other precious metals.

Survival: The special ability to forage an area of the World Map for useful items; costs 4 MP per attempt.

Replication: The special ability to create an exact replica of an item.

Machinist: The special ability to create a variety of useful machinery for an adventurer.

SPECIALTY

The Specialty screen allows the player to utilize or change settings for characters who know specialties that do not involve the creation or consummation of items, including:



Oracle: The special ability to pick up useful (or not) messages from the Tria, the gods of creation.

Music: The special ability to write music and play instruments.

Train: The special ability to lower one's attributes in return for gaining more EXP in battle.

Scouting: The special ability to raise or lower the frequency of battles at will.

Familiar: The special ability to train an animal to leave dungeons and other places to go shopping.

SUPER SPECIALTY

The Super Specialty screen allows the player to use or change settings for specialties learned by one or more party members.



Status

The Status screen displays all the statistics and data that determine a character's combat prowess and abilities to learn and excel in new specialties. The Status screen also allows the player to change a character's display name.



CHANGE NAME

The display name for the character is at the top of the Status screen, with his or her full name in parentheses below. The display name can be changed, but the character's full name cannot. Change the display name by pressing the △ button while viewing the person's Status.

On the Input Name screen, press the ○ button to delete characters, or highlight "Delete" with the cursor and press the ✕ button. Move the cursor to the desired letter and press the ✕ button to type it in the name line. When finished, press the START button or highlight "Return" with the cursor and press the ✕ button to confirm the character's new display name.



RACE

The character's race is displayed on the Status screen. There are five races involved in the events that transpire in *STAR OCEAN: First Departure*:

Fellpool: The main citizenry of Roak. They are humanoid with pointy ears and furry tails.

Lesser Fellpool: A minority citizenry of Roak. These people are humanoid with tails like Fellpools but marked by larger ears, fangs, and catlike features.

Highlander: A royal citizenry of Roak. Highlanders closely resemble Fellpools, but also have body and facial stripes.

Featherfolk: A rarely encountered citizenry of Roak. Featherfolk are frail creatures resembling humans with wings.

Human: Space travelers from the Planet Earth. They have rounded ears and lack tails.

CHARACTER STATISTICS

Each character's statistics determine his or her prowess in combat. The higher the statistics, the greater ease with which he or she can defeat opponents.

Character Statistic Explanation

ABBREV.	WHAT IT MEANS
HP	Health (current/maximum)
MP	Magic points (current/maximum)
LV	Current level
EXP	Experience points obtained so far.
NEXT	Experience points needed to reach the next level.
STR	Strength
CON	Constitution
DEX	Dexterity
AGL	Agility
INT	Intelligence

ABBREV.	WHAT IT MEANS
ATK	Attack Power
DEF	Defensive Strength
HIT	Attack hit accuracy
AVD	Ability to evade attacks
MAG	Magic force. Determines power of magic spells.
LUC	Luck
STM	Stamina
GUTS	When high, the character can perform critical hits more often and can withstand normally fatal attacks.

ELEMENTAL STATUS

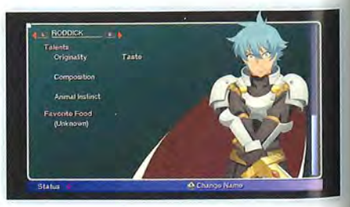
The Elemental Status icon of a character indicates if a character is receiving any elemental benefits (+) or penalties (-) from the equipment worn. Elemental bonuses to attack can increase damage if the target is weak against a particular element. However, elemental bonuses can be nullified or absorbed to heal the target if the target is strong against a particular element. If a character's attacks are healing an enemy (as indicated by green damage numbers instead of white ones), then change the character's equipment to something without an elemental bonus.



TALENTS

A character's talents indicate his ability to succeed when using certain specialties. Each character has a base chance to possess a talent at the start of the game. If the character does not have a certain talent at the start, using an associated specialty can sometimes develop it. This is known as learning the character's "Secret" talent.

However, since the talent is required for a chance of success in using the associated specialty, keep in mind that this paves the way for many failures during Item Creation and other specialty use before successful acquisition of the talent.



Talent List

NAME	DESCRIPTION	SUCCESS W/SPECIALTY	LEARNED FROM
Originality	The ability to modify objects based on your sense of style.	Customization +5%, Crafting	Crafting
Taste	The ability to discover flavors that can wow the masses.	Cooking	Cooking
Nimble Fingers	The ability to move your fingers exactly as willed.	Crafting, Pickpocketing, Machinist	Crafting, Machinist
Design Sense	An ability required in the arts that is governed by inspiration.	Art, Machinist	Art, Machinist
Composition	The ability to transfer your ideas onto paper.	Writing	Writing
Rhythm Sense	The ability to grasp the rhythms of a piece of music.	Music	Music
Listening	The ability to grasp the tones of a piece of music.	Music	Music
Love of Animals	A powerful bond with animals that mere humans cannot break.	Familiar	Familiar
Animal Instinct	A primal instinct that can sense what cannot be put in words.	Scouting	Scouting
Blessing of Mana	A magical talent that can only be acquired at birth.	Alchemy	None

The following tables indicate each character's chance to possess a talent at the start of the game. If the character does not possess it, the starting chance to learn it as a "Secret" talent is listed. The secret development chance starts with a base chance and increases by one point with each attempt. If a character develops a "Secret" talent, 100 Skill Points are earned!

Using Talent Development Tables

As shown here, Ilia bears a good chance to possess several talents at the start. However, she can never develop Originality, Animal Instinct, or Blessing of Mana. Therefore, it is useless to teach her specialties such as Crafting or Customization, Scouting, or Alchemy, since she has no chance to succeed with them while lacking the requisite talents. Ilia has an 80% chance to possess the Composition talent from the start. But if she does not, she begins with a great head start on developing Composition as a secret talent by using the Writing specialty repeatedly, despite failures.

Ronyx, on the other hand, has a very slim chance of possessing the Nimble Fingers talent. He can eventually develop the skill through the use of specialties like Crafting and Machinist, but can you afford the many failures it will take to achieve success?

Dorne



NAME	AT START	SECRET DEVEL.
Originality	0%	(Cannot learn)
Taste	0%	(Cannot learn)
Nimble Fingers	0%	(Cannot learn)
Design Sense	0%	(Cannot learn)
Composition	0%	(Cannot learn)
Rhythm Sense	0%	(Cannot learn)
Listening	0%	(Cannot learn)
Love of Animals	0%	(Cannot learn)
Animal Instinct	0%	(Cannot learn)
Blessing of Mana	0%	(Cannot learn)

Erys



NAME	AT START	SECRET DEVEL.
Originality	0%	(Cannot learn)
Taste	10%	1/256
Nimble Fingers	30%	20/256
Design Sense	70%	20/256
Composition	50%	70/256
Rhythm Sense	40%	50/256
Listening	40%	80/256
Love of Animals	0%	(Cannot learn)
Animal Instinct	10%	20/256
Blessing of Mana	100%	Known

Ilia



NAME	AT START	SECRET DEVEL.
Originality	0%	(Cannot learn)
Taste	50%	100/256
Nimble Fingers	50%	120/256
Design Sense	60%	110/256
Composition	80%	140/256
Rhythm Sense	40%	50/256
Listening	40%	50/256
Love of Animals	20%	30/256
Animal Instinct	0%	(Cannot learn)
Blessing of Mana	0%	(Cannot learn)

Ashlay



NAME	AT START	SECRET DEVEL.
Originality	90%	100/256
Taste	5%	20/256
Nimble Fingers	0%	(Cannot learn)
Design Sense	0%	(Cannot learn)
Composition	50%	(Cannot learn)
Rhythm Sense	10%	2/256
Listening	10%	2/256
Love of Animals	40%	2/256
Animal Instinct	80%	80/256
Blessing of Mana	0%	(Cannot learn)

Cyuss



NAME	AT START	SECRET DEVEL.
Originality	20%	30/256
Taste	20%	70/256
Nimble Fingers	0%	(Cannot learn)
Design Sense	10%	20/256
Composition	10%	10/256
Rhythm Sense	20%	10/256
Listening	20%	30/256
Love of Animals	20%	60/256
Animal Instinct	90%	60/256
Blessing of Mana	0%	(Cannot learn)

Ioshua



NAME	AT START	SECRET DEVEL.
Originality	0%	(Cannot learn)
Taste	10%	1/256
Nimble Fingers	30%	20/256
Design Sense	70%	20/256
Composition	50%	70/256
Rhythm Sense	40%	50/256
Listening	40%	80/256
Love of Animals	0%	(Cannot learn)
Animal Instinct	10%	20/256
Blessing of Mana	100%	Known

Mavelle



NAME	AT START	SECRET DEVEL.
Originality	10%	10/256
Taste	10%	50/256
Nimble Fingers	30%	90/256
Design Sense	30%	60/256
Composition	30%	60/256
Rhythm Sense	10%	40/256
Listening	20%	50/256
Love of Animals	20%	20/256
Animal Instinct	20%	20/256
Blessing of Mana	100%	Already known

Roddick



NAME	AT START	SECRET DEVEL.
Originality	100%	Already known
Taste	20%	70/256
Nimble Fingers	30%	40/256
Design Sense	40%	20/256
Composition	50%	20/256
Rhythm Sense	30%	30/256
Listening	0%	(Cannot learn)
Love of Animals	20%	40/256
Animal Instinct	20%	20/256
Blessing of Mana	0%	(Cannot learn)

Millie



NAME	AT START	SECRET DEVEL.
Originality	0%	10/256
Taste	100%	Already known
Nimble Fingers	0%	10/256
Design Sense	0%	2/256
Composition	0%	40/256
Rhythm Sense	0%	50/256
Listening	100%	Already known
Love of Animals	100%	Already known
Animal Instinct	0%	30/256
Blessing of Mana	100%	Already known

Ronyx



NAME	AT START	SECRET DEVEL.
Originality	50%	10/256
Taste	0%	(Cannot learn)
Nimble Fingers	20%	10/256
Design Sense	30%	50/256
Composition	10%	60/256
Rhythm Sense	30%	20/256
Listening	10%	10/256
Love of Animals	0%	(Cannot learn)
Animal Instinct	0%	(Cannot learn)
Blessing of Mana	100%	Known

Pericci



NAME	AT START	SECRET DEVEL.
Originality	40%	30/256
Taste	10%	60/256
Nimble Fingers	40%	50/256
Design Sense	10%	10/256
Composition	0%	10/256
Rhythm Sense	100%	Already known
Listening	100%	Already known
Love of Animals	80%	100/256
Animal Instinct	60%	130/256
Blessing of Mana	0%	(Cannot learn)

T'nique



NAME	AT START	SECRET DEVEL.
Originality	70%	10/256
Taste	100%	Already known
Nimble Fingers	40%	5/256
Design Sense	10%	10/256
Composition	0%	10/256
Rhythm Sense	5%	10/256
Listening	5%	10/256
Love of Animals	0%	(Cannot learn)
Animal Instinct	60%	40/256
Blessing of Mana	0%	(Cannot learn)

Phia



NAME	AT START	SECRET DEVEL.
Originality	60%	100/256
Taste	10%	90/256
Nimble Fingers	60%	60/256
Design Sense	50%	10/256
Composition	20%	5/256
Rhythm Sense	40%	40/256
Listening	40%	40/256
Love of Animals	30%	2/256
Animal Instinct	50%	5/256
Blessing of Mana	0%	(Cannot learn)

Welch



NAME	AT START	SECRET DEVEL.
Originality	20%	130/256
Taste	10%	20/256
Nimble Fingers	30%	100/256
Design Sense	20%	70/256
Composition	20%	50/256
Rhythm Sense	30%	10/256
Listening	5%	20/256
Love of Animals	30%	40/256
Animal Instinct	10%	50/256
Blessing of Mana	0%	(Cannot learn)

Settings

The Settings screen offers a variety of options for changing the operation of the game.



TARGETING MODE

With this option, you can change between Semi-Auto targeting and Auto targeting (default). Refer to "Targeting and Battlefield Overview" in this chapter to read about the slight differences between the two modes.

WINDOW COLOR

This option allows the player to change the color of the message and menu windows. Move the cursor left or right to select one of the corners of the window, and press the ⊗ button to access an RGB adjustment window. Adjust red, green, and blue to create the desired color for that corner of the window, then press the ◉ button to exit. After setting all four corners to the desired colors, press the ◉ button again to return to the Camp Menu. The window screen changes to the custom color.



CAMERA POSITION

The player can use this option to determine how the camera behaves during combat:

Normal: The camera stays on the player-controlled character most of the time. If a spell caster or healer casts a spell, the camera tilts toward that character during the casting.

On Leader: The camera stays on the player-controlled character and does not move to show spell casters or healers casting spells. This option reduces the amount of camera movement and may prove easier on the eyes.

CONTROL CONFIG

The Control Config option allows you to change between the default control scheme and a custom configuration of your design. To customize your controls, move the cursor to highlight "Customized" and press the ⊗ button to open the Control Config screen.



Move the cursor down the Control Config screen to the button you want to change and press the button you want to use instead. The two buttons involved swap functions. When finished, move the cursor to "End" and press the SELECT button (whatever button you've changed it to). To resume using the default control configuration, simply return to this option and move the cursor back to "Normal."

EQUIP WIZARD

This option allows you to activate or deactivate the Equip Wizard function for each character in the party. When this setting is on, the Equip Wizard activates any time a new piece of equipment (weapon or armor) is acquired, whether from a shop or an item chest. The Equip Wizard checks to see if the equipment piece is greater in statistics than the one currently equipped by the character. If so, the new piece is equipped automatically, with a message displaying the change.





If several characters' Equip Wizards are activated, the game starts with the character at the top of the party order and goes down the list. This function may be deactivated automatically after changing a character's equipment manually.

Tactics

The Tactics options allow the player to control how the party enters the battlefield as well as how AI-controlled characters behave.

STRATEGY

The Strategy screen displays all eight party members and the settings that control their combat behavior. The settings determine how the characters fight when controlled by AI, and not the player.



Strategy Settings: Melee Fighters (Roddick, Phia, Dorne, Mavelle, Ilia, Pericci, Cyuss, Welch, T'nique)

STRATEGY	BEHAVIOR
Attack with all you've got!	Attacks and uses special arts.
Protect your friends!	Targets enemies that are attacking allies.
Save your special arts!	Uses special arts 1 out of 5-8 attacks.
Spread out and attack!	Attacks a different target than other allies are attacking.
Stay away from enemies!	Moves if enemy comes within short range.
Don't do anything!	Character takes no action.

Strategy Settings: Spell Caster (Ronyx)

STRATEGY	BEHAVIOR
Attack with all your MP!	Casts spells repeatedly, does not use weapon.
Save your spells!	Casts spells 1 out of 8-10 attacks.
Spread out and attack!	Attacks a different target than other allies are attacking.
Don't use any spells!	Only uses assigned special arts and melee attacks.
Attack with your weapon!	Melee attacks only.
Don't do anything!	Character takes no action.

Strategy Settings: Healers (Millie, Ioshua, Erys)

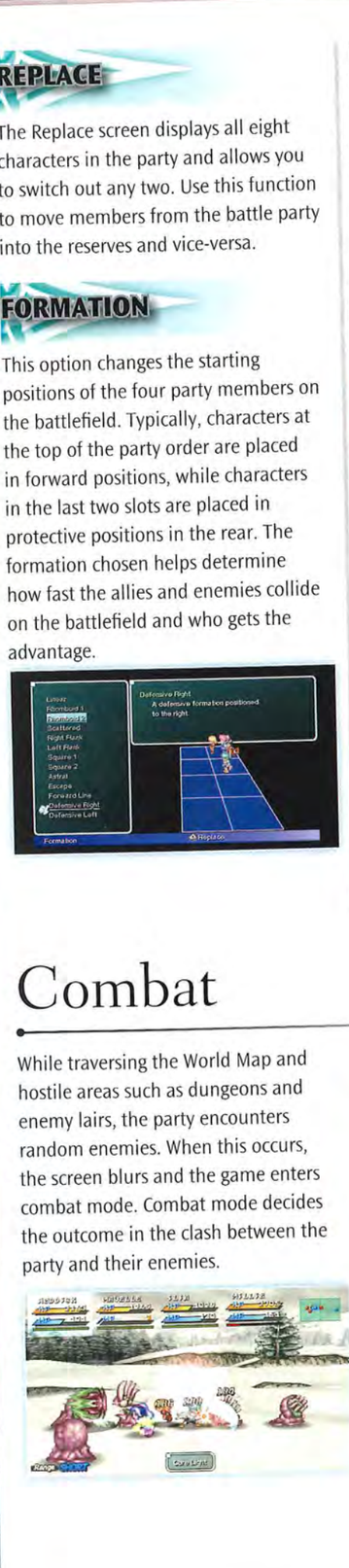
STRATEGY	BEHAVIOR
Focus on healing friends!	Only casts healing spells on wounded characters.
Do what it takes to win!	Casts healing spells on allies and uses special arts against enemies.
Save your spells!	Only casts healing spells when ally HP is critical (orange).
Don't use any spells!	Only uses assigned special arts and melee attacks.
Attack with your weapon!	Melee attacks only.
Don't do anything!	Character takes no action.

REPLACE

The Replace screen displays all eight characters in the party and allows you to switch out any two. Use this function to move members from the battle party into the reserves and vice-versa.

FORMATION

This option changes the starting positions of the four party members on the battlefield. Typically, characters at the top of the party order are placed in forward positions, while characters in the last two slots are placed in protective positions in the rear. The formation chosen helps determine how fast the allies and enemies collide on the battlefield and who gets the advantage.



The default formation is "Linear," which features the characters lined up at the back of the battlefield. While this formation helps to counter ambush situations, it also spreads the party too thin and enables fast-moving enemies to easily divide and conquer. "Rhomboid 2" and "Forward Line" are two aggressive formations that allow the party to charge the enemies and fight together. "Defensive Right" and "Defensive Left" are impressive formations to use when you are expecting great difficulty, such as during a boss fight.



LEADER

Sets one character as the party leader. When battle begins, the player controls this character.

Save Data

When standing on the World Map or at a Save Point, you can save your progress to a Memory Stick inserted in the PSP unit. Otherwise, the option to save is unavailable while exploring towns and dungeons. The options to load a save game or delete a file are always available.

Make Multiple Saves!

Sometimes heading in the wrong direction by mistake can lead into a boss fight and then out of an area before you've collected all the items or reaped all the benefits. Or, you may suddenly realize that an earlier choice has led to a grave mistake. With 32 save files available, it's best to save your game at key points, such as before boss battles or sailing for new continents. To avoid having to replay the game from scratch, do not overwrite or erase these saves.

Combat

While traversing the World Map and hostile areas such as dungeons and enemy lairs, the party encounters random enemies. When this occurs, the screen blurs and the game enters combat mode. Combat mode decides the outcome in the clash between the party and their enemies.



During combat, the four-character ally party squares off against the enemy party. The player controls the leader, but may switch characters at any time between spell animations (press the ◉ button). Move the character you control using the directional buttons or analog stick. Press the ⊗ button when in short range to attack an enemy. Employ devastating special arts by pressing the L or R buttons.

DISPLAY AND CONTROLS

Default Combat Controls

BUTTON PRESS	WHAT IT DOES
Directional buttons/Analog Stick	Moves character
⊗ button	Basic attack or combo
▣ button	Zoom out (Auto) or change target (semi-auto)
◉ button	Change character
△ button	Open Command Circle
L/R buttons	Use special arts/spells assigned to each button



1. **Character Status:** Includes each character's HP and MP gauges, plus the casting time gauge that indicates the time before another spell can be cast.
2. **Radar:** Battle overview graphic. Blue dots indicate ally positions, while red dots indicate enemy positions. The circled blue dot is the player-controlled character.
3. **Item Use:** The item use indicator flashes after an item has been used. Another item cannot be used until the gauge vanishes from the screen.
4. **Range:** Indicates the distance between your character and the targeted enemy. This determines the effectiveness of attacks and special arts.
5. **Damage:** White numbers illustrate damage sustained, while green numbers indicate health recovered.
6. **Special Art/Spell:** Identifies the special art or spell used.

BASIC ATTACK

Press the ⊗ button during combat to perform a character's basic attack. Or, press the attack button three times to perform a 3-hit combo. Basic attacks are only successful when the character is at short range from the target.



PARRY

If a character is facing an enemy and not attacking or performing another action, there is a high chance that he or she will parry the normal attacks of an enemy. Therefore, it is not wise to constantly press the ⊗ button and hope for the best. Try to watch your target between combos and look for their movements, which may indicate an impending attack. Parry and then counter for the win!



TARGETING AND BATTLEFIELD OVERVIEW

Targeting options can be changed in the Camp Menu between battles. The options are as follows:

Auto: Targeting is handled automatically by pressing the ⊗ button. The player character automatically approaches and attacks the nearest enemy. The character changes targets if another enemy is closer when the ⊗ button is pressed. Pressing the ▣ button while in this mode causes the camera to zoom out for an overview of the battlefield.

Semi-Auto: The character automatically targets, approaches, and attacks the nearest enemy. The character pursues and continues attacking that enemy until the foe is defeated. Press the ▣ button to pause the game and change targets. While the game is paused, use the directional buttons or the analog stick to highlight an enemy with the cursor. Press the ⊗ button to resume battle and attack the new target. Note that this mode of targeting displays the enemy names, without needing to use Spectacles.

Change Character



Press the ● button during combat to pause the game and select a new character to control. While the game is paused, use the directional buttons or the analog stick to highlight a character with the cursor. After deciding who to control, press the ● button again to resume the battle in control of the new character. If the character was engaged in casting a spell or other action during the changeover, he or she will finish the action before you can input commands.

When to Change Characters

With the proper setting of every character's strategy, there is little need to switch to other characters during a battle. However, if a character's strategy setting turns out to be something other than what you had in mind, then take control of that character during the battle and use the Tactics option from the Command Circle to make them behave differently.

If the character you control is defeated, paralyzed, or turned to stone, you must switch to another character to regain control over the battle. Otherwise, your allies may be too busy to rush to your aid!

Special Arts

As characters achieve higher experience levels, they learn devastating special arts and spells for use in and out of combat. Special arts take various styles, including double attacks, attack-all in an area attacks, and long-range projectiles where you can attack enemies outside their reach. Press the L button or R button to perform a special art. Note that special arts must be assigned to the L and R buttons in the Special Arts/Spells screen prior to battle.





Status Ailments

Many enemies can inflict status ailments on characters as a result of their attacks. Status ailments affect the characters' combat abilities and may also hamper their progress in the field. Certain items and spells remove status ailments during or after combat.

POISON



Healing item: Aquaberries, Antidote, Medicine Bottle, among others.

HP diminishes over time. Poison continues after the battle has ended. When navigating the map, walking causes HP loss.

PARALYSIS



Healing item: Paralysis Cure, Medicine Bottle, and others.

The character becomes unable to move. This ailment continues after the battle.

PETRIFICATION



Healing item: Stone Cure, Medicine Bottle, among others.

The character becomes unable to move. This ailment continues after the battle.

SILENCE



Healing item: Medicine Bottle

The character is unable to cast spells. This wears off after the battle.

DAZE



Healing item: None

The character is unable to move for a short period of time. Leveling up the Body Control skill can shorten the duration of effect.

INCAPACITATED



Healing item: Resurrection Elixir, Resurrection Mist, and others.

A character collapses when his or her HP reaches zero. An incapacitated character is unable to perform any actions while in this state. This ailment continues after the battle.

Surprise Attacks

Sometimes battles begin with a surprise attack by the enemy. When this occurs, your party starts the fight in a dazed state. The enemies may get first strike advantage, depending on each character's Body Control skill level and any accessories equipped that help characters recover from daze status.



Types of surprise attacks: **Back Attack:** Enemies appear behind the party; **Ambush:** Enemies drop in the midst of the party from above; **Surround Attack:** Enemies surround the party to the front and rear.

Command Circle

Press the ▲ button to open the Command Circle during combat. The Command Circle appears over your character's head. Use the directional buttons or analog stick to scroll left or right through the options, and press the ✕ button to select one. If necessary, the select window opens, allowing you to select items to use, spells to cast, or a new combat strategy for the character when he or she is controlled by AI.



Item: Use an item on an ally or the enemy party; opens the selection window. Allow the cursor to hover over each item momentarily to view the use of each item.

Symbology: Cast a spell; for spell casters only.

Tactics: Change the character's strategy (AI behavior during battle). Must change control to another character to observe the effect.

Escape: Attempt to flee the battle. The chance to escape as well as the time required is determined by the average statistics of the party members compared to the average level of the remaining enemies.

Victory

When the last enemy is defeated, the battle is won. The camera centers on the character who delivered the final blow. A series of messages follow that display how much experience and Fol the party has acquired. Additional messages indicate whether a character leveled up and how many Skill Points he or she received. Combat mode then ends and the game returns to map navigation mode.





Battle Tips

Here are a few general battle tips to follow.

- As mentioned previously, do not attack with wild abandon. Attempt a combo, parry the enemy's counter, and then attack again.
- Team up with others to attack a single foe. A good way to dominate the battlefield is to quickly remove enemies from it. Then, the stragglers are easier to overwhelm.
- Monitor the status of other characters as well as the one you control. Don't wait for spell casters to heal comrades, or they may surprise you by casting another spell.
- If there are no spell casters in the group, stock up and use items like Flare Bombs to damage all enemies at once.
- Conserve MP for major battles. If a character is constantly using special arts and is short on MP, they rapidly drain your supply of Blackberries and Sour Syrups. Either take control of the character until he regains some MP after a few battles, or change his strategy to "Save your special arts!"
- Use Spectacles after a few rounds against tough bosses to determine how far they are from defeat, and use items or spells to refresh comrades' HP and MP accordingly.
- If there are no healers in the group, stock up on Blueberries before leaving any town.
- Save rare items (like Faerie Elixirs and Resurrection Mists) for the final battles of the game.
- Leveling up makes characters stronger, thus making battles easier. If enemies in a new area seem more difficult, then buy better equipment, raise skill levels, and fight a few extra battles against weaker foes to help ease the challenge.

Character Relations



Choices made throughout the game affect the events that transpire. Minor choices can also affect how characters feel about the main protagonist, Roddick. The game keeps track of inter-character relations with a hidden points system. All relationships start with a base score, although one character may not feel as strongly about a character as much as he or she feels about them.



Certain choices during events, scenes, and Private Actions can add or subtract points from the relationship. Relationship scores can affect the game's endings. If the way a character feels about another character reaches a score of 9 or higher, then he reacts in combat if the character he cares about falls to 0 HP. For instance, if Roddick's feeling for Ilia is a score of 9 or higher and she dies in combat, Roddick enters a rage state wherein his attack power doubles for 10 seconds afterward.

But if Ilia's affection score for Roddick is less than 9, she will not react the same way if he falls in front of her. Love doesn't always go both ways…

Some examples of positive affects on character relations include:

Story Choices (Agree to find clothes for Ilia in Kraat: Ilia +2 for Roddick. Buy or steal the clothes: Ilia -1 for Roddick.)

Recruitment Choices (Rescue Pericci from pirate's hideout: Pericci +1 for Roddick.)

Private Action Choices

Some examples of negative affects on character relations include:

Story Choices

Private Action Choices

Pickpocket a party member (5% chance of -1 to relation)

Use of super specialty Contraband (50% chance of -1 per relation)

Base Affection

Each character starts with a base affection score for every other character. Thus, it is easier for some characters to reach the high mark in affection for other characters, especially if the two fight several bosses together.

NAME	BASE AFFECTION FOR OTHER													
	Roddick	Millie	Dorne	Ilia	Ronyx	Cyuss	Ashlay	Phia	Ioshua	Mavelle	Pericci	T'Nique	Welch	Erys
Roddick	Self	7	7	4	5	6	6	4	5	6	5	6	6	Copied from Mavelle during recruitment.
Millie	8	Self	6	5	5	5	5	6	6	8	6	6	6	
Dorne	7	8	Self	0	0	0	0	0	0	0	0	0	0	
Ilia	4	5	5	Self	9	6	6	3	5	4	5	5	6	
Ronyx	4	6	5	6	Self	4	5	4	5	6	5	5	6	
Cyuss	6	6	0	6	6	Self	5	7	4	5	5	5	6	
Ashlay	5	5	0	5	5	6	Self	6	5	5	4	4	6	
Phia	6	5	0	5	5	8	7	Self	4	5	5	4	6	
Ioshua	5	5	0	6	5	4	5	5	Self	3	4	4	6	
Mavelle	5	7	0	7	7	6	5	5	9	Self	5	5	6	
Pericci	6	6	0	6	6	6	6	6	6	6	Self	6	6	
T'Nique	6	5	0	5	5	4	5	5	5	5	4	Self	6	
Welch	6	6	0	6	6	6	6	6	6	6	6	6	Self	
Erys	Copied from Mavelle during recruitment.													Self

SCENARIO BRANCHING

Choices made in character recruitment and areas visited affect the game's story events as well as future recruitment. For instance, the first character to offer to join the party, Cyuss Warren, significantly affects the game. If you recruit Cyuss, then you can never recruit Ashlay Bernbeldt at the Tatroi Arena or Erys at the Old Race Ruin. And there's more:



- If the party stays at the Portmith Inn 20 times instead of going to the pirates' hideout, then you cannot recruit Pericci later in Kraat.
- If you do not recruit Cyuss or Ashlay, then Phia can be permanently recruited much earlier in the game. Otherwise, you can only recruit her after receiving the Astral Emblem in Astral City Castle, if there are six characters or less in the party.
- Erys can be recruited at the Old Race Ruin only if Ashlay is in the party, but you deny recruitment to Ioshua.
- T'nique can always be recruited, as long as there are six party members or less when you defeat him in the D Rank challenge at the Tatroi Battle Arena.
- Welch can always be recruited, as long as there are seven party members or less when you visit her hut at the southernmost tip of the Silvalant continent.
- After the events in Astral City, if you choose not to go to the Purgatorium to look for the Eye of Truth, then you cannot recruit Ioshua, Mavelle, or Erys. That's quite a missing body count based on one choice, if you think about it!

As you can tell, there are several possible paths through the game and 13 possible final parties. However, this doesn't even account for variations in dialog based on character relationships and Private Actions! To make following the various scenario branches easier, we've created and included Story Flowcharts throughout ***Chapter 3: Main Quest***. These flowcharts illustrate how actions and decisions affect the game. The Game Overview Flowchart at the end of Chapter 3 shows how all the pieces tie together to determine outcome and recruitment.



MAIN QUEST





This chapter contains a complete summary and breakdown of all areas and events occurring during the main quest of *STAR OCEAN: First Departure*. Each area summary contains a map depicting all locations and items found therein, accompanied by a list of randomly encountered enemies with combat-related data. Each section contains a Story Flowchart describing the order of events and objectives, including any scenario branches that occur. Paragraphs within a section expound upon complex actions the player must complete. Boss encounters with strategy suggestions are contained in boxed sections. Elsewhere in the text, you may notice Character Notes, Tips, Notes, Warnings, and Upgrade Suggestions. It's a good idea to read and follow the advice given in these side sections to get the most benefit from this guide.



1. The yellow "PA" icons indicate where a specific Private Action will occur. These are also listed in the Story Flowchart that appears at the start of each section.
2. The purple numbered icons on the area maps indicate the location of potential pickpocket victims. These numbers correspond to the numbers listed in the pickpocket tables.
3. Items are identified by black-and-white text on the area maps. Note that some items have a pickaxe icon next to them; this means you must use the pickaxe to obtain the item.
4. The "AP" sidebars refer to specific actions that affect a character's "affection points" (or AP) for other characters.

KRATUS



ENEMY DATA

BAIRD (BOSS)

HP	260	WEAK VS.	None
DROP	Blackberries (78%), Fanfic X (10%)		



THIEF

HP	60	WEAK VS.	None
DROP	Blueberries (59%)		



STORY FLOWCHART

- Kratus
- Speak to 5 citizens, including Martoth
- Return to Defense Force HQ
- Defeat Bandit parties (x2)
- BOSS: Baird
- Speak to Millie outside DFHQ
- Exit Kratus
- Return to Defense Force HQ
- Follow Millie to Coule
- Coule



Roddick Farrence

Roddick is a young Fellpool—a race of people with tails—who lives on Planet Roak. He and his friends comprise the Defense Force, a security squad that patrols the village of Kratus. Unfortunately, not much happens in Kratus and Roddick often bemoans his tedious job.

Roddick is mainly a melee fighter. Make sure he has the best equipment at all times, since he is in the party for a majority of the game. At higher experience levels, Roddick learns special arts that he can use in battle to deliver an extra punch.



Millie Chliette

Millie is a cheerful and dynamic girl who utilizes healing symbology magic she learns from her father, Martoth. She helps Roddick and Dorne protect the village of Kratus and keeps them both alive in the process.

Millie's greatest benefits to the party are her abilities to heal and cure status ailments. Her physical attack and defense stats are somewhat weak. The best advice is to set her Tactics to heal others in the Camp Menu and let the game's AI control her a majority of the time. Enemies may target Millie as an easy prey, so it's important to protect her.



Dorne Murtough

A close friend of Roddick and Millie since childhood, Dorne also belongs to the Defense Force of Kratus. He's a big-hearted guy with a core of steel who brings the group together.

Dorne is a heavyweight melee fighter with great ability for physical attack as opposed to special arts use. When controlled by the game's AI, he tends to be a bit reckless. Therefore, switch to controlling Dorne every once in a while to make sure he doesn't needlessly lose HP by getting into bad situations.

EXPLORING KRATUS

While catastrophic events unfold elsewhere in the universe, the Defense Force members lounge around their "headquarters" on a sunny day. The job of the Kratus Defense Force, which includes Roddick, Dorne, and their hyperactive friend Millie, is to protect the village from hostile invasion. Unfortunately, not much happens in Kratus and the village never falls under attack.

Open the chest in the back corner of the Defense Force HQ to obtain **Blackberries**, an item that restores a single character's Magic Points (MP). Exit the HQ and open the two chests outside to obtain a **Flare Bomb** and a **Resurrection Elixir**.



Except for Millie's occasional outburst, not much happens in Kratus.



Open chests in the streets and interiors of Kratus to stock up on various consumables.

Continue to explore the rest of Kratus and speak to all the people in the area. To speak to a person, simply approach them and press the ⊗ button. Townspeople, merchants, and other Non-player Characters (NPCs) often divulge useful clues or general world information.



Speak to the townspeople of Kratus to learn about major characters and the game world.

Trade Lines Closed!

Due to trouble in Coule, none of the shops are currently selling items or equipment. However, the clerks are still at their posts and they're happy to entertain the locals.



SPEAK TO MARTOTH

Millie's House is the rectangular domicile in the southeast corner of Kratus. Visit her house and speak to her father, Martoth. Although this may seem like a minor action, this conversation is necessary to keep the main quest moving along. Don't miss the chest in the lower southwest corner of the interior, as the chest contains **Blueberries**, an item that restores one character's Hit Points (HP).



Engage Martoth in conversation inside Millie's House.

BANDITS ATTACK!

After speaking to at least five people in Kratus, head back toward the Defense Force HQ. As you ascend the steps outside the HQ, bandits attack the village! Descend the stairs and approach the closest group of bandits to engage them in battle



Approach the bandits to engage them in battle.

Battle Tactics

Under the default tactics settings, the player controls the Party Leader while the other two party members act according to their settings in the Tactics screen in the Camp Menu. Press the ◉ button to control another character. Use the cursor to highlight the character you want to control and press the ◉ button again to confirm.



Standard enemies that are frequently encountered can be easily dispatched with a few normal attacks. Press the ✕ button to attack with the character's equipped weapon. Press the attack button repeatedly while striking an enemy to perform a 3-hit combo. This input is sufficient to eliminate most commonly encountered enemies.

TAKE IT UP WITH THE BOSS!

Head west into the second area of Kratus, as bandits prowl on the raised level. Approach them to engage them in battle and defeat them. Afterward, the Kratus Defense Force confronts the bandits' boss, Baird.



Baird arrives after the party clears out the other bandits.



BAIRD

HP	260
WEAK VS.	None
ITEM DROP	Blackberry (78%), Fanfic X (10%)

Under the default tactics settings, AI-controlled Dorne should rush out to engage the enemies. Follow him into the fray and eliminate the two Thieves accompanying Baird. Don't allow either Thief to slip past, or they will attack Millie. Since Millie is your healer and doesn't have strong Defense, allowing enemies to attack her is a bad idea.



The heavyset boss doesn't move fast, but avoid letting him slip past Roddick or Dorne to attack Millie. Attack him from both sides with both Dorne and Roddick, and press the attack button repeatedly to perform full combos.

Finance Your Dreams

It's worth noting that Baird will drop Fanfic X about 10% of the time. This item sells for 125000 Fol! Such funding should provide an excellant start for intrepid adventurers just starting out.

AFTERMATH

The next day, Millie stands outside the Defense Force HQ. Speak to her to go inside. There, the Captain rewards the trio with **Blueberries x5** and **Twice-cooked Pork.** Exit the town of Kratus. Explore the continent of Muah if you like and take part in random battles while exploring the continent.



Return to Defense Force HQ to reap your rewards.



Exit Kratus, explore the World Map a bit, and then return.

URGENT REQUEST

Return to Kratus and enter the Defense Force HQ. The Captain hands over a SOS letter from Coule, the town to the north of Kratus on the World Map. Millie's father Martoth enters and forbids the heroes to travel to Coule; he goes instead. After a few more events, Millie leaves the party and heads to Coule on her own. Roddick and Dorne must pursue her.



Pursue Millie to Coule.

ROAK WORLD MAP (MUAH CONTINENT)



ENEMY DATA

HORNED WOLF
HP 160 | WEAK VS. None
DROP 10 oz. Steak (4%)

LITTLE BUNNY
HP 60 | WEAK VS. None
DROP Rose Hip (20%)

THIEVING SCUM
HP 80 | WEAK VS. None
DROP Spectacles (20%)

Equip New Special Arts!

While traveling to Coule and fighting random battles with Roddick and Dorne, look for messages after battles that announce the heroes have learned a new special art or spell. Be sure to equip newly learned special arts in the Camp Menu, and then use them in battle!



Examine the Celestial Ship Remains

Just north of Kratus lies the Celestial Ship remains, ruins that fell from the heavens long ago. Search the bottom of the area along the ledge. Examine the shining spot to find a **Rose Hip**.



Mini Map

While crossing the World Map, press the START button repeatedly to change the mini map displayed in the lower-right corner of the screen. The mini map cycles through the following three displays: zoomed out, zoomed in, and off.



COULE



STORY FLOWCHART

Coule
↓
Speak to Martoth
↓
Kratus
↓
Check on Dorne by gate
↓
Coule
↓
Exit Coule via north
↓
Follow mountain path to Mt. Metorx
↓
Mt. Metorx

MARTOTH'S DILEMMA

Follow the path to the upper ridges of Coule. Search the entire town and plunder its chests before entering the second house in the northeast corner of the map.



Follow Millie to the northeast most house in Coule.



Martoth warns the heroes to leave Coule and never return.

CHECK ON DORNE

Martoth has contracted the disease afflicting Coule. Heartbroken, the heroes return to Kratus automatically. During the night, exit Roddick's house and approach Dorne near the north gate of Kratus.



Approach Dorne during the night to continue the quest.

RETURN TO COULE

Exit Kratus and cross the World Map, heading north. Return to Coule and continue through town to the northern exit. Follow the mountain path on the World Map to reach Mt. Metorx.



Enemies encountered on the path to Mt. Metorx tend to be a little stronger than previous foes.

MT. METORX



ENEMY DATA

FELLWORM

HP	200	WEAK VS.	None
DROP	Iron (8%)		



HORNED WOLF

HP	160	WEAK VS.	Water
DROP	10 oz. Steak (4%)		



KILLER BEE

HP	160	WEAK VS.	Fire
DROP	Maple Syrup (4%)		



STORY FLOWCHART

- *Mt. Metorx*
- *Follow the mountain path*
- *Defeat Fellworm parties (x2)*
- *Meet Ilia and Ronyx at the summit*
- *The Calnus*

THREE HEROES, ONE PATH

Follow the linear path from area to area through Mt. Metorx. At several points, the party may encounter Fellworms. These foes are a bit stronger than enemies previously encountered. Switch often between controlling Roddick and controlling Dorne during battles to make sure neither one uses too many skills or allows their HP to drop too much.



In the fourth area, examine the pond and drink its water to restore the HP and MP of the entire party!

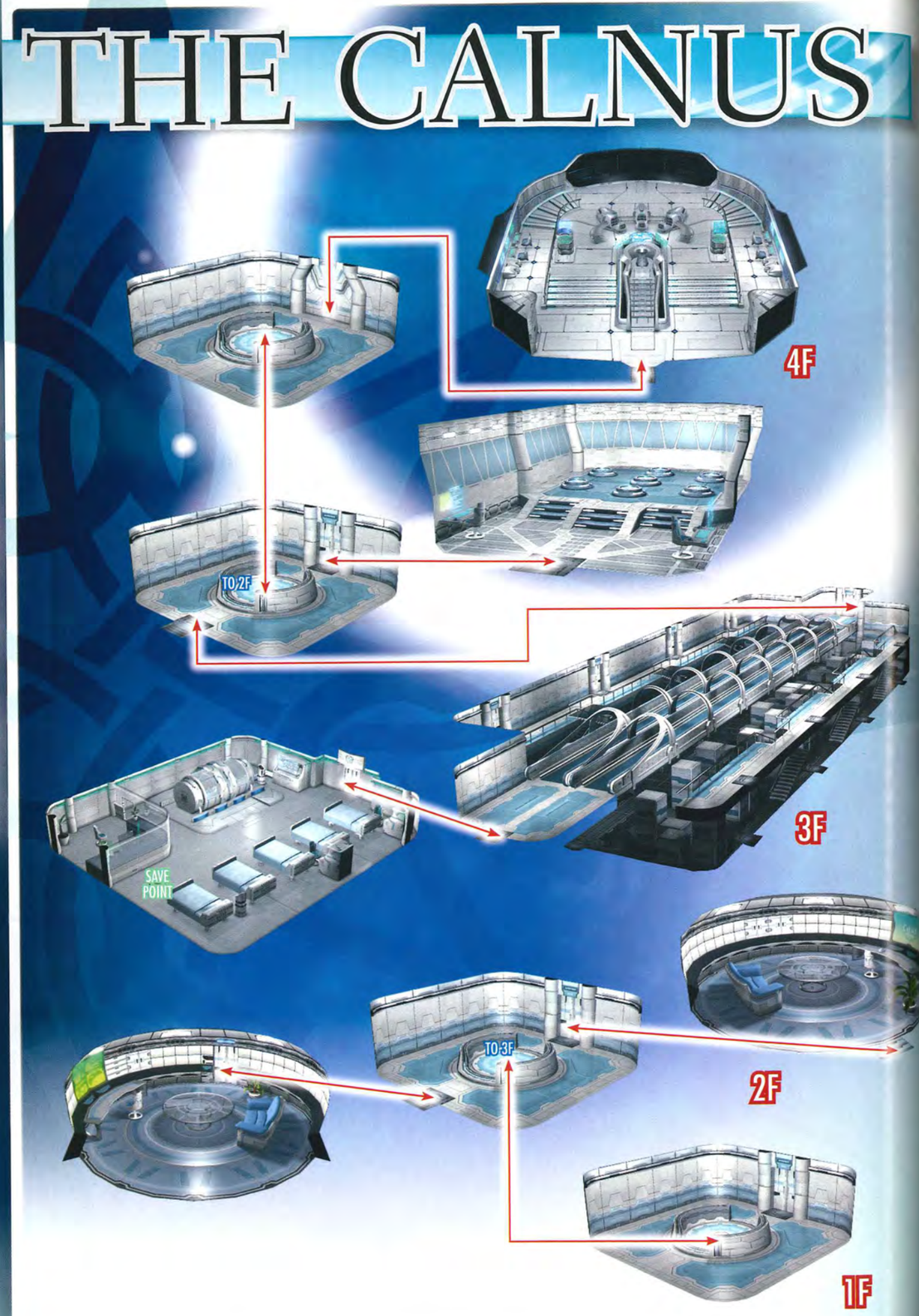


*Examine the twinkle on the ground northwest of the recovery pond to find a **Rose Hip**.*

WARNING! Dorne Is Leaving!

Remove all equipment from Dorne before entering the summit area, as he soon takes a sojourn from adventuring and won't be needing his equipment.

THE CALNUS



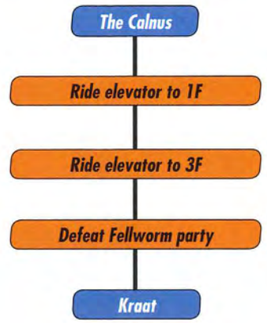
ENEMY DATA

FELLWORM

HP	200
WEAK VS.	None
DROP	Iron (8%)



STORY FLOWCHART



SPACE TRAVEL

In the sick bay onboard the spaceship Calnus, approach the Save Point for a brief explanation. Upon touching a Save Point, a small audio chime occurs. While standing in this spot, the Save function becomes available in the Camp Menu.



Save Points allow you to record your progress in dungeons and other special indoor areas. Always take advantage of Save Points wherever encountered.

DEALING WITH STOWAWAYS

Return through the Connection Corridor to the 3F Elevator Hall. Step on the pad and select a floor. Levels 4F (Bridge) and 2F (Break Areas) are optional. You can visit those floors and speak to the Calnus crewmembers to learn more about space exploration and life aboard a star cruiser.

Ride the elevator to 1F to view a brief scene about the airlock. Ilia explains that going outside the ship is a ***very bad idea***. Next, use the elevator to return to 3F. A party of Fellworms slipped onboard during your teleport and they're about to attack!



Take the opportunity to explore the Calnus. Visit every floor and then return to 3F to continue the story.



With just Millie and Roddick in the party, it's mainly up to the blue-haired protagonist to expel the intruders.

TRAVEL BACK THROUGH TIME

Following a long series of events, the heroes go through the time portal on Planet Styx. This allows them to travel back in time to Planet Roak's past in order to stop the disease ravaging the planet.



The heroes go through the time portal on Planet Styx to put an end to the current calamity on Roak.

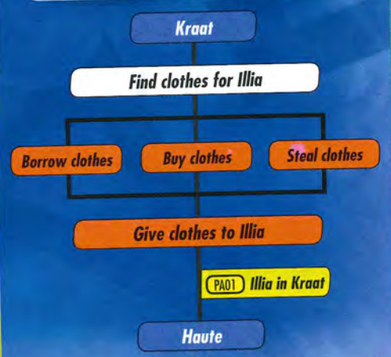
KRAAT



Pickpocketing Charts

Pickpocketing requires a character with the Nimble Fingers talent, or the ability to develop it, the Pickpocketing specialty, and the Thief's Glove equipped. The Thief's Glove is available for sale in Ionis. To steal from an NPC, approach the person and press the ● button. Each NPC's difficulty level determines how easy or difficult it is to steal items from them, ranging from 1 to 16. The higher the thieving character's Pickpocket specialty skill level, the better the chances of stealing an item. Note that party members (or player characters) must be in your current party and pickpocketed during a Private Action.

STORY FLOWCHART



Blueberries for the Win!

With Millie no longer in the party, items are the only method of recovery until you reunite with her or find another healer. Before leaving Kraat, purchase plenty of Blueberries from the General Store.

KRAAT PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Gal	Sour Syrup	4
2	Mister	Amulet of Freedom	7
3	Ellie	Green Beryl	5
4	Altemicia	Lavender	3
5	Edgar	Mandrake	3
6	Ruddle *	Faerie Elixir	4
7	Adventurer	Flare Bomb	3
8	Old Lady	Organic Vegetables	6
9	Lilly	Creamy Cheese	10
10	Man	Sinclair	6
11	Ashlay	Will Potion	10
12	Erys	Experience Card	10
13	Millie	Twice-cooked Pork	5
14	Welch	Violent Pill	5

* Appears here only if you told Ruddle to go south from Haute.

ITEM SHOP "KRAAT GENERAL STORE"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Spectacles	10

PROPER ATTIRE

The heroes are accidentally separated while entering the time portal on Planet Styx. Millie has left the party for the time being and Ilia from the Calnus takes her place. Roddick and Ilia are now in Roak's distant past, when Kratus was still called Kraat.

Ilia decides that her futuristic clothes may not go over well with the natives. If the first option is chosen, there are three ways to find clothes for Ilia: buy, borrow, or steal. To give Ilia the clothes, return to the south entrance. She then joins the party.

At this point, a choice occurs. If you choose, "I'll go look around", Ilia's affection for Roddick increases by 2 points. If you choose "Don't worry about it", her affection decreases by 1 point. Affection points affect the way characters react to one another in battle, and also affect the game's ending.



Ilia and Roddick find themselves stranded in the past.



The Item Shop owner tries to sell some clothes for 10 Fol. Since there are two ways to obtain clothes free of charge, this is not recommended.



Check the clothesline in the center of town. You can steal some clothes hanging from the line, but can you live with yourself?



Speak to the Old Lady in the home at the north end of town. Choose the option to "Ask her about clothes." and she gives you some clothes for free.



Ilia Silvestri

Ilia is an officer from the Terran Alliance battleship Calnus. She is highly intelligent, holds a Ph.D., and is thoroughly trained in martial arts. Ilia attacks barehanded, with gloves, or with knuckles, and the special arts she learns also involve martial arts or brawling.

Unless you want Ilia to use all her MP immediately, set her strategy to "Save your special arts!" When controlled by the game's AI, she tends to dive into battle and quickly get into trouble. Choose a tight party formation so that you can stay by Ilia's side and make sure she doesn't get surrounded.

AP FASHION CRISIS

ILIA NEEDS NEW ATTIRE:

"I'll go look around": **Ilia +2 for Roddick**

"Don't worry about it": **Ilia -1 for Roddick**

PROCURING CLOTHES FOR ILIA:

Stealing clothes from clothes line: **Ilia -1 for Roddick**

Private Actions

Upon exiting Kraat, the Private Action icon appears on-screen. This indicator appears when the party approaches the entrance of a previously visited location and indicates that a Private Action may be available. Press the ● button to activate Private Action mode.

During a Private Action, the party splits up to explore the town individually. While controlling Roddick, you can interact with other party members appearing elsewhere in town. These interactions can sometimes bolster character relationships.

During the first Private Action in Kraat, find Ilia in town. Speak to her to engage a long scene about postal services on Roak and also to view a scene that shows Ronyx and Millie in transit.

Private Actions are listed on the Story Flowchart at the beginning of each section in the walkthrough, at the point during which they become available. More details on Private Actions are documented in *Chapter 4: Extra Quests*.







ROAK WORLD MAP (MUAH CONTINENT—PAST)



ENEMY DATA

BUSHWHACKER

HP	200	WEAK VS.	None
DROP	None		



HORNED WOLF

HP	160	WEAK VS.	Water
DROP	10 oz. Steak (4%)		



LITTLE BUNNY

HP	60	WEAK VS.	None
DROP	Rose Hip (20%)		

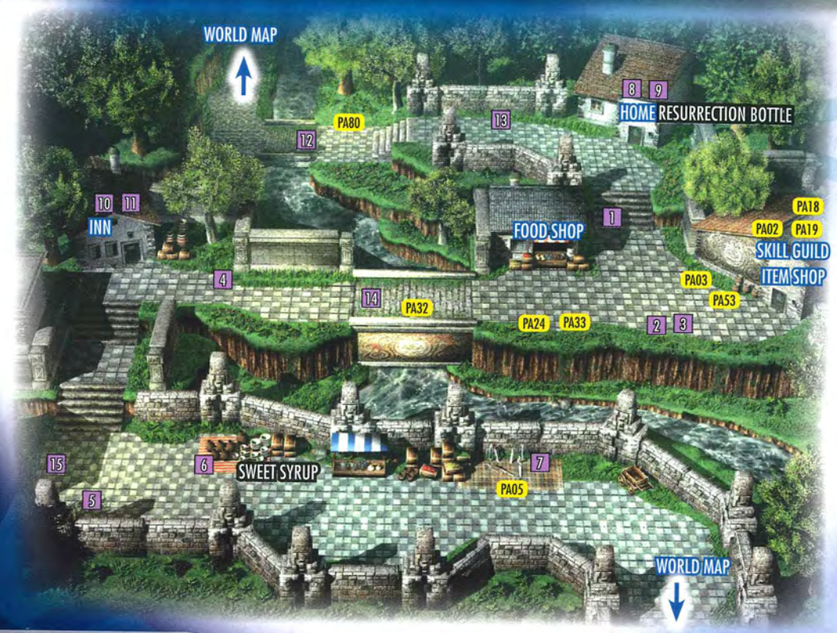


THIEVING SCUM

HP	80	WEAK VS.	None
DROP	Spectacles (20%)		



HAUTE



HAUTE PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Dean	Resurrection Elixir	5
2	Girl	Gelatinous Slime	2
3	Girl	Wobbly Slime	2
4	Remy	Sapphire	5
5	Man	Mind Bomb	4
6	Brad	Sauteed Sweet Bream	7
7	Master	Dull Blade	1
8	Old Lady	Ingredients of Yarma	10
9	Teen Girl	Blackberries	2
10	Swordswoman	Intimidation Pendant	10
11	Teen Girl	Paralysis Cure	2
12	Ioshua	Magic Gumdrop	10
13	Ronyx	Defense Bomb	5
14	Pericci	Custard of Life	10
15	Phia	Sapphire	5

ITEM SHOP, "BADAM'S ITEMS"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Flare Bomb	180
Spectacles	10
Harmonica	800
Pickaxe	1200

Note on Shop Names

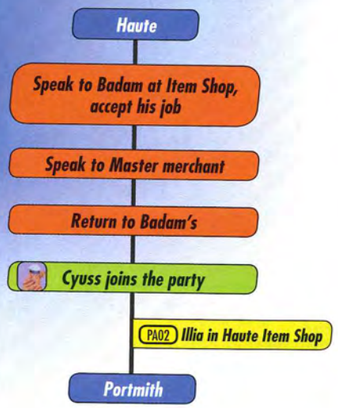
When a shop name is listed in parentheses, it indicates that the merchant is not located inside a standard shop. Usually, the merchant is referred to by name and stands outdoors somewhere. For instance, Liza runs the outdoor Food Shop just a short distance west of the Item Shop. Speak to her for all your grocery needs.



FOOD SHOP (LIZA)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Eggs and Dairy	20

STORY FLOWCHART



UNSUITABLE FOR THE JOB

Enter the Item Shop on the mid-level of Haute. After overhearing Badam's and Dean's conversation, approach Badam and speak to him. Choose the option "I'd like to buy some tools" to view his inventory of sale items. Choose the option "I'd like to talk" to discuss the mission he offers. He agrees to let you do it, but he insists that you find a proper sword first. Accept the job and leave the store to find a sword.



Badam has a job that pays, but he's too worried to send out unequipped greenhorns like Ilia and Roddick.

Who better to ask for a sword than the Master? This refers, of course, to the slippery merchant previously seen arguing with an adventurer near the entrance of Haute. Speak with him and agree to buy his questionable wares. An "adventurer" steps in, warning the heroes not to buy the item from him.

Return to Badam. Roddick and Ilia learn that Badam already assigned the job to the "adventurer." Although the honorable warrior offers to step aside, Badam asks him to join Roddick and Ilia on the journey. The young man finally introduces himself as Cyuss Warren, sword master extraordinaire! Cyuss joins the party on a temporary basis and Badam hands over **200 Fol**, the **permit**, and a **Longsword**.



Speak to the "Master" near the south entrance to try to purchase a sword.



Cyuss Warren briefly joins Roddick and Ilia on their journey to Portmith.

Help Poor Ruddle

Ruddle stands on the mid-level of Haute, looking confused about traveling in Muah. Tell Ruddle to go "north" to reach Portmith. When you get there, look for him in the first area and speak to him to receive a **Faerie Elixir**!





Equip for Mining!

Although the Pickaxe is a pricey item, it is necessary for mining ore and hidden items in certain caves that the party explores at a later point in the game. The Pickaxe is available here and in Portmith, so buy it as soon as your funds allow.





Cyuss Warren

Cyuss is a Highlander youth who has left his past behind to seek out adventure and prove himself as the strongest swordsman in the world. Enduring hard times recently, his personality is a little rough around the edges. However, he is a good guy in the guise of a "friendly rival."

Cyuss is a powerhouse on the battlefield, capable of inflicting great damage with his Broadsword attacks. Like Ilia, he doesn't mind diving into the thick of battle and sometimes gets into trouble. Use a tight formation when Cyuss is in the battle party to ensure that you can cover his back. Even when set to "Attack with all you've got," Cyuss won't likely use his special arts too frequently.

Want the Skills? Gotta Pay the Bills.

In Haute, the Skill Guild shares retail space in Badam's Items. Speak to the Guildmaster to purchase the level 1 skill set for Knowledge, Sense, Technical, or Combat. Learning skills improves the characters' abilities in battle and also improves the party's item appraisal and item creation specialties. For information regarding the skills acquired by purchasing each skill set, speak to the woman with blue hair behind the counter ("Skill Guide"). For some advice on building characters' skills, speak to the Advisor standing in the corner at the end of the counter.

To start off on the right foot, consider purchasing the Combat 1 skill set and the Technical 1 skill set if funds allow. But keep in mind that all sets include a mix of skills that prove beneficial to specialties and crafting as well as combat.

MT. METORX (THE PAST)



ENEMY DATA

FELLWORM
HP 200 | WEAK VS. None
DROP Iron (8%)



HORNED WOLF
HP 160 | WEAK VS. Water
DROP 10 oz. Steak (4%)



KILLER BEE
HP 160 | WEAK VS. Fire
DROP Maple Syrup (4%)



SLIME
HP 420 | WEAK VS. None
DROP Stink Gel (10%), Sweet Syrup (10%)



THIEVING SCUM
HP 80 | WEAK VS. None
DROP Spectacles (20%)



A FAMILIAR PATH

Simply proceed through the area, picking up items and defeating enemies along the way. Slime enemies do not appear in Mt. Metorx until the return trip through the area, after visiting the Weapon Shop in Portmith.



Examine shining objects on the side of the path through Mt. Metorx to find useful items.



Items spelled with all capital letters that begin with "?" (such as the ?HERB found near the recovery pond) can be appraised by a character with the Item Appraisal skill to determine their use. This item, for instance, turns out to be Lavender when properly appraised.

PORTMITH



PORTMITH PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Elderly Sailor	Antidote	2
2	Fat Sailor	Seafood	3
3	Romantic Sailor	Mirror of Knowledge	10
4	Blue-eyed Boy	Umai-bo Candy 2	7
5	One-eyed Terry	Top Quality Tuna	6
6	Young Miss	Pet Food	2
7	Chobin	Umai-bo Candy 6	10
8	Common Youth	Lame Earring	1
9	Prim Woman	Ruby	5
10	Alyssa	Rose Hip	2
11	Ruddle*	Athelas	5
12	Red-nosed Man	Spectacles	2
13	Freckled Girl	Wolfsbane	4
14	Soldier	Wooden Shield	2
15	Soldier	Longsword	2
16	Adventurer	Pickaxe	4
17	Guest	Gold	4
18	Guest	Iron	2
19	Mary	Umai-bo Candy 11	7
20	Mother	Maple Syrup	6
21	Miss	Meat	3
22	Barkeep	Resurrection Elixir	5
23	Sailor	Awful Cider	1
24	Sailor	Megabomb	7
25	Round-faced Lady	Blurry Photo	1
26	Ilia	Tropical Melody	10
27	Mavelle	Silence Card	5
28	Welch	Elven Powder	10
29	Millie	Fruit Parfait	5

*Ruddle only appears in Portmith if you sent him north from Haute.

ITEM SHOP, "YE OLDE ITEM SHOPPE"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Flare Bomb	180
Spectacles	10
Magic Canvas	300
Magic Clay	300
Harmonica	800
Pickaxe	1200

WEAPON SHOP, "JUST LIKE PAPA'S"

ITEM	FOL
Longsword	100
Saber	300
Two-handed Sword	500
Rod	100
Brass Knuckles	200
Padded Armor	300
Silk Robe	200
Martial Arts Outfit	1200
Bikini	100
Leather Helmet	80
Round Shield	180
Leather Greaves	100
Boots	50

FOOD SHOP, "JUST LIKE MAMA'S"

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Marenne Oysters	12000
Rose Hip	230
Lavender	35

QUICK PICKUP

Portmith is the biggest town visited so far. Take in the scenery by visiting every area and each residence and speak to all the citizens to get a true sense of the ancient world.



If you sent Ruddle north from Haute, you can find him near the entrance to receive a reward for helping him get here!



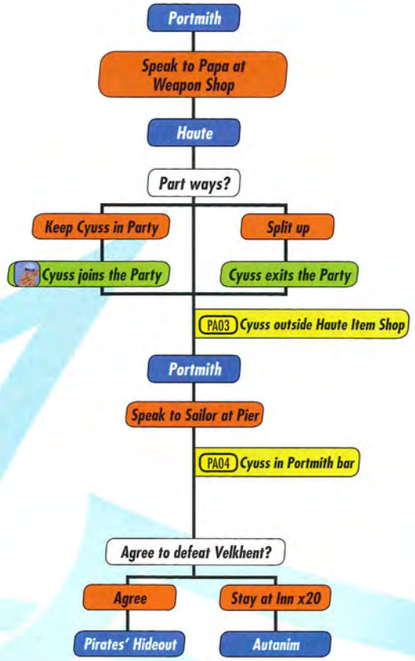
The Sense 2 skill set is for sale at the Skill Guild for only 1600 Fol.

Ascend the north stairs to the upper level of Portmith, then head east to find an obscured set of stairs leading down to the Weapon Shop. Inside, the clerk gives the party a bizarre item to take to Badam.



Couriers must sometimes deliver some unique parcels.

STORY FLOWCHART



BACK TO HAUTE



Badam seems happy you fulfilled your duties and brought him the item, whatever it is...

Return to Haute and enter Badam's Item Shop. He takes the strange statue and gives the party **600 Fol** as a reward. Exit the shop after restocking the party's supplies.

CRITICAL DECISION

Outside the shop, Cyuss mentions leaving. From the options provided, choose "Treasure hunt?" to learn more about what Cyuss is looking for at Mt. Metorx. Choose the option "Can you go with us?" to ask Cyuss to join the party permanently, or "Let's split off here" to send him packing for the rest of the game. Refer to the "Game Overview Flowchart" at the end of this chapter to see how recruitment choices affect whether or not other characters will join the party.



The decision to recruit Cyuss into the party or send him away has long-lasting ramifications on events and character recruitment for the remainder of the game.

AP MISSION COMPLETE

DELIVER ITEM TO BADAM:

All party members +1 for each other

CHOICE:

"Can you go with us?": **Cyuss +1 for Roddick**

"Let's split off here.": **No affection points**

WARNING! Abandon the Abandoned Mine!

If you asked Cyuss about his treasure hunt and allowed him to join the party, he mentions something about searching for a special treasure in an abandoned mine in the Mt. Metorx area. While returning through Mt. Metorx after completing Badam's mission, Cyuss stops the party to reveal the hidden entrance to the mine (behind the boulders at the far end of the first area).



Enemies encountered in the abandoned mine are far too strong for a rookie party. The difficulty cannot be managed until a much later point in the game. Look for another tip later in this guidebook that indicates a good time to try.

SEA TROUBLES

Return to Portmith, rest and buy equipment. After doing so, head to the pier on the west side of town and speak to the Sailor on the northern dock. The sailor explains that traveling to the Astralian continent is too dangerous because of a group of pirates led by the Velkhent.

Choose the option "Let's take 'em out" to travel to the pirates' hideout and defeat their leader, or choose the option "Let's wait for some good news" and stay at the Portmith Inn 20 times to skip the pirates' hideout stage entirely. The latter option costs a lot of Fol and prevents the party from gaining some much-needed loot and experience. For the sake of all first-time adventurers, accept the mission to take out the pirates.



Speak to the Sailor to learn about the situation with the pirates preventing travel to Astral.



Accepting the mission to wipe out the pirates is crucial to character development, as well as securing free travel to Astral.

AP PIRATE TROUBLES WITH CYUSS

CHOICE:

"Let's take 'em out.": **Cyuss +1 for Roddick**

"Let's get ourselves equipped.": **Cyuss -1 for Roddick**

"Let's wait for some good news.": **Cyuss -2 for Roddick**

AP PIRATE TROUBLES WITHOUT CYUSS

CHOICE:

Go to pirate's hideout: **No affection points.**

Don't go to pirate's hideout: **All party members -1 for Roddick**

SAILING TO THE PIRATES' HIDEOUT

When you're ready, approach the small skiff on the south side of the top pier and choose the option "Yeah! Let's go!" to travel to the pirates' hideout.



Approach the skiff on the south side of the north pier to sail to the pirates' lair.

Prepare to Prevent Poison!

Purchasing some Antidotes and anti-poison accessories is a good idea before sailing off to the pirates' hideout. Some of the enemies encountered there inflict poison during combat. Poison is a permanent condition that drains a character's health continuously until a cure is administered. Preparation is the best way to avoid consuming all of your recovery items too quickly.

PIRATES' HIDEOUT

STORY FLOWCHART

- Pirates' Hideout
- BOSS: Velkhent
- Use Flint to demolish B1F wall
- BOSS: Velkhent Chief
- Release Pericci from jail
- Portmith
- Pick up Pericci's Ocarina
- Autanim



ENEMY DATA

BANDIT
HP 200 | WEAK VS. None
DROP Spectacles (20%)

BUSHWHACKER
HP 200 | WEAK VS. None
DROP None

HORNED WOLF
HP 160 | WEAK VS. Water
DROP 10 oz. Steak (4%)

KOBOLD
HP 280 | WEAK VS. Fire
DROP Grains (10%)

ROBBER AXMAN
HP 540 | WEAK VS. Water
DROP None)

VELKHENT (BOSS)
HP 2500 | DROP Green Beryl (8%
WEAK VS. Earth, Water, Fire, Wind, Light, Dark

VELKHENT CHIEF (BOSS)
HP 5000 | DROP Crystal (8%)
WEAK VS. Earth, Water, Fire, Wind, Light, Dark

ONE WING AT A TIME

Enter the pirates' hideout and head east. One plan involves navigating the eastern branch, collecting all the treasures located there, and then returning to Portmith for a short stay at the Inn. Buy new equipment if possible and return to the hideout to finish the stage.



Explore the less-complicated east portion of the hideout, then return to Portmith for a nap. Return fully refreshed to take on the rest of the dungeon.

THE LOCKED STAIRWELL

Descend to Level B1. Collect the four items from the corridor to the east before proceeding south. The party encounters a barred door; head east to the dead end, where a chest contains a **Necklace**. Pull the switch next to the chest to remove the barrier.

Use the Save Point near the beginning of Level B2 to record your progress. Proceed to the next area and slide across the ice at an angle to reach the north door. Go through the door to encounter the first boss.



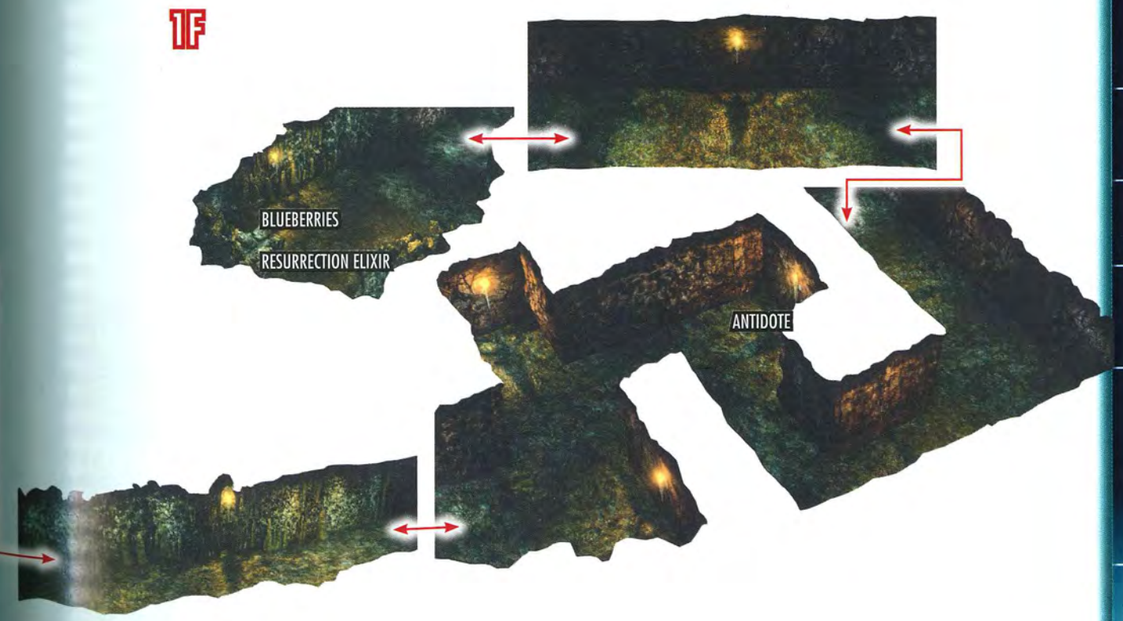
Use the switch to open the door blocking the stairs down to B2



Save Point appearances in dungeons like this are a good indicator that a tough battle awaits.

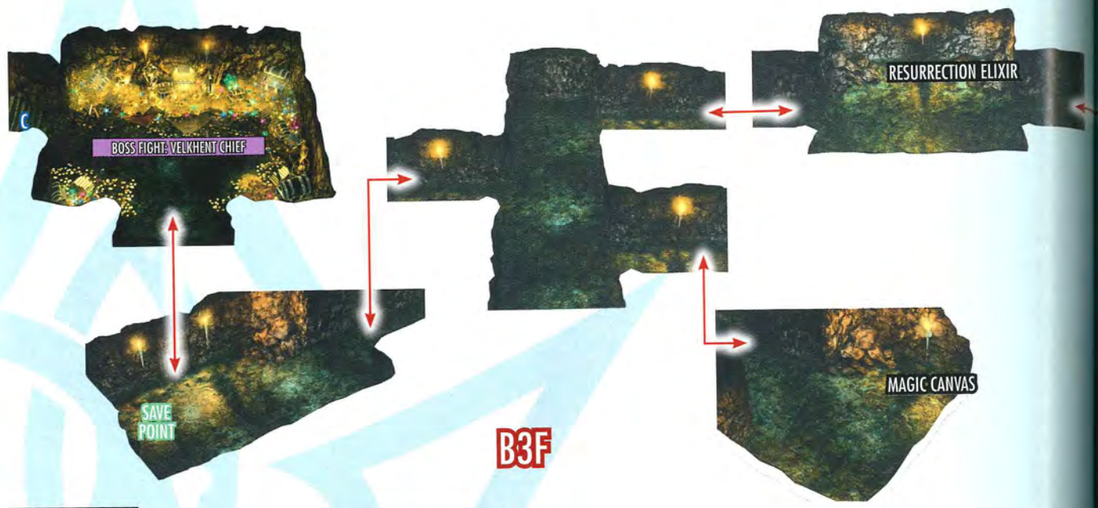


Slide at an angle upward on the ice to reach the boss's chamber.



BLUEBERRIES
B1F
C
TO 1F
B
LAVENDER
BLUEBERRIES
SAPPHIRE
Switch
NECKLACE
Locked Door

B1F
SWEET SYRUP
SACRIFICIAL BELL
B
Poison Cloud
BLACKBERRIES
C
BOSS FIGHT: VELKHENT
B2F
D
RAINBOW DIAMOND
RUBY
E
SAVE POINT
RESURRECTION ELIXIR



BOSS FIGHT!

USING THE FLINT

The defeated Velkhent drops a **Flint**. Equip this item in one character's Accessory slot. When standing in a location where methane gas vents from the ground, press the ⊗ button to spark the Flint and create an explosion. The blast destroys rock walls and reveals new areas. For instance, return to level 1F and head west from the ice patch. Use the Flint to demolish the area with the gas vents to reveal a hidden chamber; the chest inside contains a **Resurrection Elixir**.



Use the Flint to create explosions at locations where methane gas vents from the floor.

VELKHENT

HP	2500
WEAK VS.	Earth, Water, Fire, Wind, Light, Dark
ITEM DROP	Green Beryl (8%)

A Robber Axman and a Bushwhacker accompany the Velkhent. The strategy to employ here depends on whether or not Cyuss is in the party. If Cyuss is not in the party, then stay together, attack the same enemy simultaneously, and wipe out the enemy troops one by one. If Cyuss is in the party, then triangulate by moving either Roddick or Cyuss behind the enemy group.

Set the strategy of all characters to "Attack with all you've got!" so that AI-controlled characters use their special arts repeatedly to wipe out the enemies faster. The Velkhent is weak against virtually any elemental attack, so use Roddick's Firestorm Blade repeatedly to finish him.



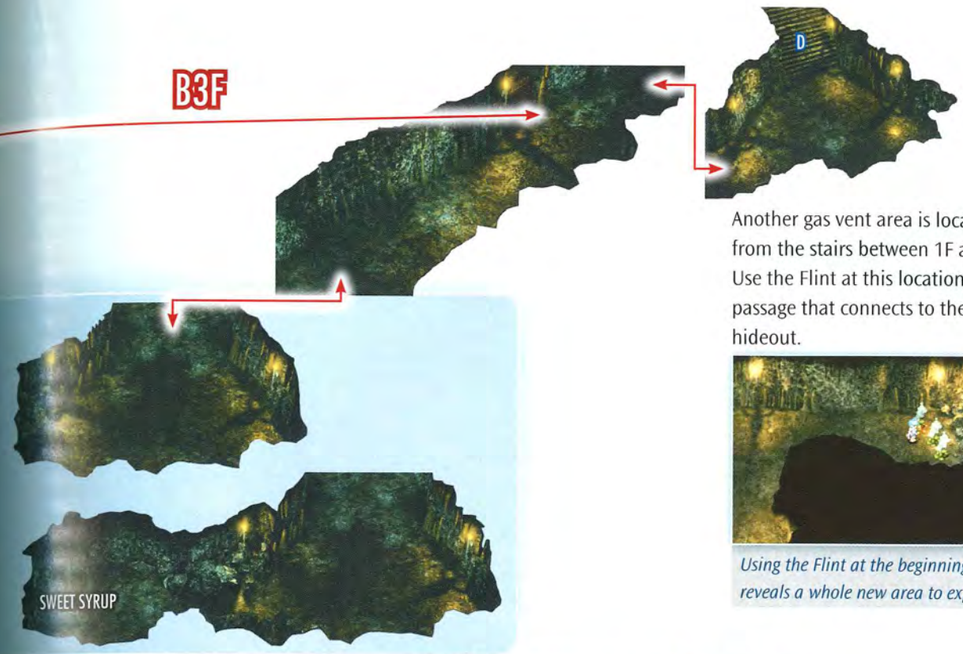


VELKHENT CHIEF

HP	5000
WEAK VS.	Earth, Water, Fire, Wind, Light, Dark
ITEM DROP	Crystal (8%)

A Velkhent guards the Chief, so you must eliminate two tough enemies. As before, both foes are extremely weak against any type of elemental attack. Use Firestorm Blade, Lightray Blade, or Thunderclap Blade repeatedly to weaken the enemies. Since both have such high HP, focus on wiping out the Velkhent first so that the party can gang up on the Chief.



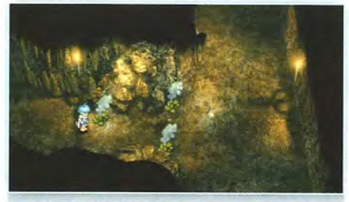


Another gas vent area is located across from the stairs between 1F and B1. Use the Flint at this location to reveal a passage that connects to the rest of the hideout.

Using the Flint at the beginning of B1 reveals a whole new area to explore.

THE TRICK GAS VENTS

Explore the rest of B1 and collect the remaining items before heading south to the stairs down to B2. Avoid the poison gas cloud blocking a curved corridor in the south area. Traveling through the poisonous gas continuously lowers the party's HP. Also, avoid using the Flint at a T-junction to the southeast. This creates a barrier that forces the party to go through the poisonous gas cloud just to get back on track.



Using the Flint at this location will block off the passage, forcing the party to travel south through a poisonous gas cloud. Do not spark up here!

THE TRUE BOSS CHAMBER

Continue down to Level B3. Follow the passage to the end and use the Flint to reveal a chest containing **Sweet Syrup**. Next, backtrack to the wooden door in the corridor and continue onward until you reach a Save Point. Save your progress before entering the nearby door.



A Sweet Syrup item hidden here should prove useful in the boss battle to come.

BOSS FIGHT!

THE PRISONER

Following the battle against the Velkhent Chief, Ilia notices an interesting side passage leading out of the room. Head up the stairs to the west into the prison area, where the heroes hear someone making beautiful music. Collect the items from the first two cells, then enter the third cell and speak to the Lesser Fellpool girl. The party automatically travels back to Portmith, which is certainly more convenient than backtracking through the entire hideout.



Free the Lesser Fellpool from captivity in the hideout's prison. Perhaps you'll meet again?

AP PERICCI'S KEEPSAKE

FIND ITEM:

Pick up Ocarina on pier: **Pericci +1 for Roddick**

SAILING FOR ASTRAL

Finish all business in Portmith, then speak to the Sailor on the north pier. As a reward for defeating the pirates, your first trip to Astral is free of charge!



Speak to the Sailor on the Portmith pier when you're ready to set sail for a new continent!

The Ocarina

Don't forget to pick up the Ocarina here. If you don't do so before leaving town, it will not be possible to pick it up later. Without the Ocarina, you can't recruit Pericci or acquire the Bunny Whistle later in the game.

AUTANIM



ITEM SHOP, "ELLE'S ODDS AND ENDS"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Resurrection Elixir	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Amulet of Antivenin	1000
Spectacles	10
Magic Canvas	300
Magic Clay	300
Feather Pen	20
Ruby	600
Sapphire	600
Crystal	2000
Diamond	3000
Iron	150
Scrap Iron	5

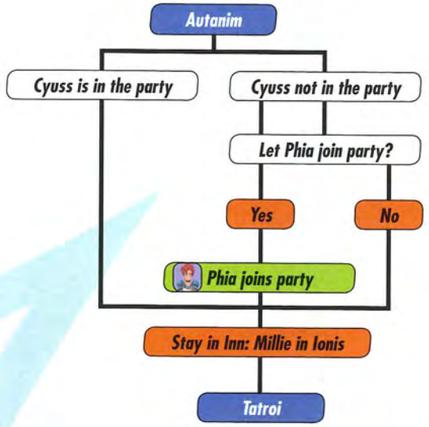
FOOD SHOP, "DECOROUS FOODS"

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Eggs and Dairy	20
Top Quality Tuna	9000
Rose Hip	230
Lavender	35
Mandrake	80

WEAPON SHOP, "THE ART OF WAR"

ITEM	FOL
Saber	300
Claymore	1300
Rod	100
Hard Knuckles	800
Padded Armor	300
Silk Robe	200
Martial Arts Outfit	1200
Leather Helmet	80
Padded Helmet	600
Round Shield	180
Leather Greaves	100
Iron Greaves	300

STORY FLOWCHART



AUTANIM PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Aspiring Artist	Magic Canvas	3
2	Ledore the Adventurer	Weird Clothing	2
3	Chelsey	Fanfict!?*	3
4	Meili	Fanfict!?*	3
5	Mewky	Fanfict!?*	3
6	Adventurer	Scumbag Slayer	1
7	Female Citizen	Artemis Leaf	4
8	Swordswoman	Gladius	4
9	Youth	Conductor Baton	2
10	Young Boy	Aquaberries	2
11	Young Girl	Weird Doll	1
12	Youngster Ray	Cabbage Roll	7
13	Self-styled Painter	Magic Canvas	3
14	Symbology User	Orichalcum	10
15	Rowell the Swordsman	Assault Bomb	5
16	Sailor	Seafood Rice Bowl	7
17	Messy Man	Leather Greaves	3
18	One-eyed Mercenary	Hard Knuckles	4
19	Warrus the Mercenary	Ruby	5
20	Elderly Person	Magician's Glove	16
21	Old Lady	Iron	2
22	Young Knight	Wimpy Sword	1
23	Mistress	Tuna Sashimi	6
24	Cyuss	Compress of Veda	5
25	Ronyx	Nuclear Bomb	10
26	Erys	Faerie Card	10
27	Ashlay	Compress of Veda	5

* Can only get one Fanfict!? from one of the three girls.

ESCORT TO TATROI

If Cyuss Warren was refused admittance to the party, Phia greets Roddick and Ilia at the Autanim dock. Agree to let her accompany the party in Astral and she joins the party temporarily.



Phia greets the party's arrival in Autanim if Cyuss is not in the party. At level 20, she provides great assistance in reaching Tatroi!

AP ESCORT SERVICE

AGREE TO CLEAR THE MONSTERS:

Phia joins party at Autanim: **Phia +1 for Roddick**

ARTISTRY IN AUTANIM AIN'T WHAT IT SHOULD BE

A "Self-styled Painter" in the area next to the docks offers to draw portraits of Roddick or Ilia for 10 Fol. He is unskilled as an artist, though, and creates useless **Doodles**—the same item that results when a character fails when using the Art specialty. Avoid supporting this hack.



The artist in Autanim gladly takes your Fol in exchange for useless Doodles.



Meili and her friends stand at the top of the stairs in the area north of the entrance plaza. They're selling a Fanfic for 800 Fol.



The "Trove of Knowledge" Skill Guild sells Knowledge 2 and Sense 2, in addition to Technical 1 and Combat 1.



Stay at the Inn to view a scene with Millie and Ronyx, safe in Ionis.



Phia Melle

Phia is an Astral Knight who practices the Hisho-Ken sword technique, utilizing two blades with all the grace, speed, and deadliness of a soaring falcon. Although she has known Cyuss all her life and worries about him, she tries to hide her feelings. As a woman trying to prove herself in the Astral Knights, she can sometimes be rather strict.

Phia is a devastating addition to the party. When controlled by the game's AI, she can wander the battlefield and eliminate enemies effortlessly with her skills. Set her strategy to "Attack with all you've got" and let her work wonders!

ROAK WORLD MAP (ASTRAL CONTINENT)



WARNING! Stick to the Road!



Enemies on the Astralian continent are quite a bit tougher than the ones encountered in Muah.

Low-level parties must take care not to venture outward overzealously. For each step taken on the World Map, there is a chance of a random encounter occurring. The terrain walked on determines the frequency of enemies encountered. The terrain type with the fewest enemy encounters per step is the road. Therefore, stay on the road when traveling to your next destination. Otherwise, characters may perish quickly in combat and recovery items may run low.

Grind Some Levels!



The best way to overcome the sudden jump in difficulty encountered when setting out from Autanim is to spend some time wandering around the area surrounding the port, fighting random battles until the party gains several levels. When HP and/or MP runs low throughout the party, return to Autanim and rest at the Inn. Characters at level 14-19 should have an easier time surviving the events that unfold on the Astralian continent. Accumulate experience through random battles until the characters reach such levels.

After gaining levels and accumulating Skill Points, raise the Skill levels of your characters' attacking and healing skills. Raising skills like Knife and Herbology is a good way to bolster novice characters in a short period of time.

Astralian Continent Combat Tactics

Consider changing the party's formation in the Tactics menu to something more tightly grouped than the default "Linear." The "Forward Line" formation allows all melee-attacking characters to reach the enemies quickly and stay in a group. This way, you can defend your allies' backs in every battle with less chance of the enemies dividing and conquering the party. Also, make Ilia the leader. Controlling Ilia manually provides more control over her MP usage as well as the damage she receives.

Avoid using fire-based special arts or spells against Sandworm enemies. Rather than damaging the Sandworms, fire attacks heal them instead!





ENEMY DATA

ASSASSIN BUG
HP 280 | WEAK VS. Fire
DROP Sweet Syrup (4%)

MANDRAKE
HP 360 | WEAK VS. Fire
DROP Mandrake (20%)

OOZE
HP 660 | WEAK VS. None
DROP Bubble Lotion (10%), Sweet Syrup (10%)

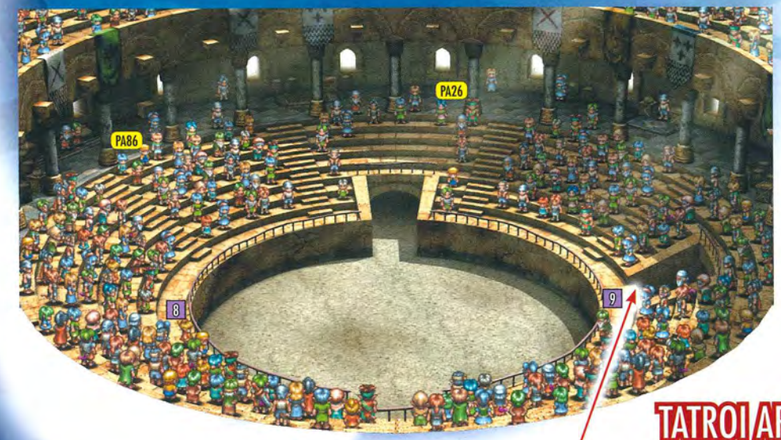
ROBBER AXMAN
HP 540 | WEAK VS. Water
DROP None

SANDWORM
HP 360 | WEAK VS. Water
DROP Crystal (8%)

SLIME
HP 420 | WEAK VS. None
DROP Stink Gel (10%), Sweet Syrup (10%)

STROPER
HP 520 | WEAK VS. Earth
DROP Medicine Bottle (10%)

TATROI



TATROI ARENA



TATROI PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Sentry	Saber	3
2	Swordsman	Dull Blade	1
3	Adventurer	Rune Metal	10
4	Child	Blueberries	2
5	Tok the Mercenary	Mind Bomb	4
6	Puffy	Mechanic's Toolbox	5
7	Girl	Umai-bo Candy 5	7
8	Lester	Iron	2
9	Old Lady	Sour Syrup	4
10	Miss	Grains	3
11	Manly Man	Silver	4
12	Elderly Person	Meteor Ring	10
13	Modern Senior	Crystal	7
14	Adventurer	Defense Bomb	6
15	Middle-aged Man	Paper Scrap	1
16	Bartender	Medicine Bottle	5
17	Yama	Ingredients of Yarma	10
18	Ioshua	Fruit Syrup	5
19	Mavelle	Wealth Card	10

TATROI ARENA PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Symbologist Healer	Stone Cure	2
2	Warrior	Sour Syrup	4
3	Warrior	Baselard	5
4	Gal	Rose Hip	2
5	Girl	Crown	1
6	Warrior	Sandals	2
7	Adventurer	Scrap Iron	1
8	Pericci	Chocolate Banana	5
9	Millie	Devil's Ramen	10

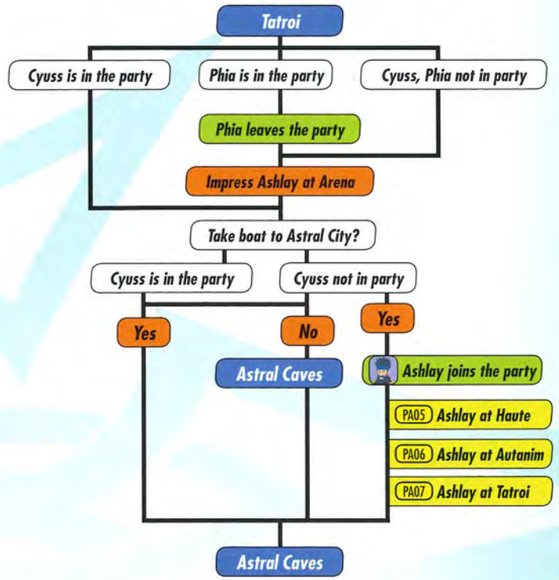
ITEM SHOP, "THE FIGHTING MERCHANT"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Resurrection Elixir	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Amulet of Antivenin	1000
Pet Food	10
Spectacles	10
Magic Canvas	300
Magic Clay	300
Feather Pen	20
Ruby	600
Sapphire	600
Pipe Organ	5000
Iron	150

WARNING! Don't Empty Your Wallet

The shops in Tatroi feature a number of impressive new items. However, many of these can be found for free or are dropped by defeated enemies in the Astral Caves and other areas just ahead.

STORY FLOWCHART



New Skill Sets!

The Skill Guild in Tatroi sells Technical 2 and Combat 2 for 1600 Fol apiece. The Machinery skill in Technical 2 is particularly helpful in Puffy's mini-game, which sometimes requires the creation of a Nuclear Bomb to win.



FOOD SHOP, "FEAST OF VICTORY"

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Organic Vegetables	4000
Sirloin	7200
Rose Hip	230
Lavender	35
Mandrake	80

WEAPON SHOP, "ED'S HARDWARE"

ITEM	FOL
Saber	300
Sinclair	2000
Claymore	1300
Rod	100
Hard Knuckles	800
Padded Armor	300
Silk Robe	200
Martial Arts Outfit	1200
Leather Helmet	80
Padded Helmet	600
Round Shield	180
Leather Greaves	100
Iron Greaves	300

DUNGEON MASTER PUFFY

Puffy stands between the doorways of the Inn and the Home in the first area. For 600 Fol, you can get her to play an old-school RPG. Puffy describes an adventure and leaves the choices at each stage up to you. If you pick the right choices each time, you will win items and prizes!



Puffy offers prizes and adventure for the imagination, just outside Tatroi's inn.

The first time you play with Puffy, select the following options to win **120 Fol** and a **Flare Bomb**, one time only:

- "I'm going left."
- "Search the corpse."
- "Let me search it already."

After that, select the following options to receive a **Murky Potion** at the expense of the Flare Bomb:

- "Pray for him."
- "I'll use a Flare Bomb."

If you have a Nuclear Bomb in your possession, choose the following options to win the game and collect **100 Skill Points**, **600 Fol,** and a **Saber**, as many times as you like:

- "I'll use an item."
- "Nuclear Bomb."

In the choices afterward, avoid using a Murky Potion or you won't be able to play until you revisit Tatroi.

ARENA



Compete in the Arena with one character to achieve ranking. The higher the rank cleared, the greater the prizes!

Follow the raised central bridge to the back of Tatroi. Located there is the famous Tatroi Arena, where individual heroes can fight against monsters to achieve ranking and prizes. To compete in the Arena, approach the counter near the ring entrance. Speak to the Arena Guide to the right to view the rules. Speak to the arena Receptionist to the left to sign up a party member. A full description of the Arena mini-game, including the monsters in each rank and the prizes won, is contained in *Chapter 4: Extra Quests*.

AP THE MASTER

AGREE TO CLEAR THE MONSTERS:

Ashley joins the party: **Ashlay +1 for Roddick**

RECRUIT ASHLAY

If Phia is in your party, she leaves upon the party's arrival at Tatroi. You must find a third member to round out the lineup! If Cyuss is not in the party, visit the Arena to find a suitable party member. Inside, head to the right and go upstairs to enter the spectator area, then go west around the ring. Ashlay is the blue-haired guy standing on the west side of the north entrance to the battle ring. Speak to him and he walks away with a huff. Go back inside the lobby area and head west to the registration desk. Fight and clear one rank in the Arena.



Find Ashlay at the Arena to begin the process of recruitment.



Clear any one rank in the Arena to impress Ashlay.

Afterward, return to the dock at the southeast corner of Tatroi. Ashlay waits at the port and offers to accompany the party to Astral City. Pick the top choice during the conversation to make him join the party.



Agree to accompany Ashlay to Astral City and he joins the party.

Recruit Ashlay Before Visiting Astral Cave

Note that boating to Astral City or entering the Astral Cave prior to the steps noted previously removes Ashlay from the Arena, thereby making him unavailable for the remainder of the game.

PROCEED TO ASTRAL CITY

The only way to reach Astral City is by one of two routes leading out of Tatroi. Either go through the Astral Caves, or speak to the Sailor standing on the dock at the eastern end of Tatroi. Going through the caves allows the opportunity to collect treasures and improve your characters' stats. Sailing directly to Astral City triggers the events that occur there upon the party's arrival. The party must eventually explore the Astral Caves either way and the choice does not affect future events in the game.



Ashlay Bernbeldt

Ashlay is an aging hero from the Demonic Wars. Despite his years and losing his left arm in battle, his sword skills remain undeniable. He is a master seeking a pupil deserving of the knowledge he can pass along.

Ashlay is a fearsome warrior on the battlefield, capable of roaming alone (under the control of AI) and eliminating multiple enemies with ease. Ashlay truly contributes to the battle if set to "Protect your friends!"

ASTRAL CITY



FOOD SHOP, (GROCER)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Eggs and Dairy	20
Gelatinous Slime	100
Wobbly Slime	100
Rose Hip	230
Lavender	35
Mandrake	80

WEAPON SHOP, (WEAPONS SELLER)

ITEM	FOL
Sinclair	2000
Claymore	1300
Ruby Wand	1000
Hard Knuckles	800
Ring Mail	600
Kung Fu Top	3200
Padded Helmet	600
Round Shield	180
Iron Greaves	300

ITEM SHOP, (TOOL SHOP OWNER: ESTHER)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Resurrection Elixir	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Amulet of Antivenin	1000
Pet Food	10
Spectacles	10
Magic Canvas	300
Magic Clay	300
Feather Pen	20
Ruby	600
Sapphire	600
Crystal	2000
Diamond	3000
Iron	150

ASTRAL CITY PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Gim the Smith	Damascus	10
2	Adventurer	Shortbow	3
3	Mercenary	Weird Helmet	2
4	Patrol Guard	Rod	2
5	Gwyn the Sage	Mandrake	3
6	Swordsman	Flare Bomb	3
7	Greenhorn Patrol	Scumbag Slayer	1
8	Girl	Blackberries	2
9	Left-handed Mercenary	Brass Knuckles	2
10	Erudite Lloyd	Sweet Syrup	5
11	Novice Swordswoman	4-way Bomb	4
12	Mom	Sweet Curry	10
13	Boy	Pebbles	1
14	Girl	Lavender	3
15	Symbologist	Life in Nature	10
16	Deadly Warrior	Nuclear Bomb	9
17	Swordsman	Padded Helmet	4

ASTRAL CASTLE PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Soldier	Iron	2
2	Soldier	Magic Clay	3
3	Merrie	Green Beryl	5
4	Royal Musician Osato	Feather Pen	2
5	Sentry	Fruit	3
6	Sage	All About Herbs	10
7	Sentry	Aquaberries	2
8	Symbology User	Robe	2

SCENARIO BRANCHES

The party experiences a series of events upon their arrival. The events transpiring branch into several scenarios; these scenarios are based on whether or not Cyuss or Ashlay has joined the party.

WITH CYUSS

If Cyuss is in the party, events follow the action to the Astral Oasis Inn. While at the Inn, choose the option "Let's walk around town for a bit" in order to gander at the wares in the local shops. When you're done exploring Astral City, return to the Inn and speak to the Master to resume the story line.



Since you cannot exit to the World Map from Astral, use the Save Point near the south exit to save your progress.



Stay at the Inn to continue events in Astral City.

ACCOMPANIED BY ASHLAY

If Ashlay is in the party, you get to rest in Lord Lias's mansion. Choose to explore the town a bit, rather than turn in. Exit the room and head downstairs. Approach the door to the east underneath the stairs to trigger a short scene.

Exit Lord Lias's mansion and explore Astral City to your heart's content. After doing so, return to the mansion and rest in the same room on the second floor. After an attack on the mansion, Ashlay rejoins the group. Exit and head to the Astral Caves.

BUST OUT PHIA

If Cyuss and Ashlay are not in the party, then choose to rest at the Inn. After Roddick and Ilia hear bells during the night, head to the Astral Castle jail and speak to the guard to go inside. Phia is in jail, accused of attempting to murder Lord Lias. Choose the options to break her out, then move Roddick out of jail to attack the guard. Phia then joins the party.

Head through the Astral Caves to Tatroi. The party does not encounter Darth Widow as in the other scenarios. At Tatroi, Phia proposes that you travel to the Purgatorium. If you accept, she stays with the party.

AP JAILBREAK

CHOICE 1:

Leave Phia in jail: **Ilia -2 for Roddick; Phia -3 for Roddick**

CHOICE 2:

Bust her out: **Phia +2 for Roddick**

AP PHIA'S SUGGESTION

CHOICE:

Accept Phia's proposal: **Phia +1 for Roddick; Ilia -1 for Roddick**

ASTRAL CAVES



ENEMY DATA

ARMORED KNIGHT
HP 600 WEAK VS. None
DROP Sinclair (4%)

CLERIC
HP 360 WEAK VS. None
DROP Blackberries (20%)

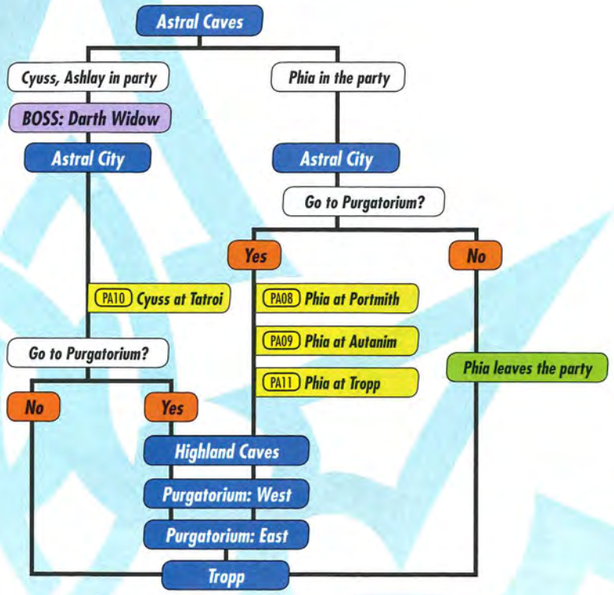
CUTIE BUNNY
HP 260 WEAK VS. None
DROP Artemis Leaf (20%)

DARTH WIDOW (BOSS)
HP 10,000 WEAK VS. Fire
DROP None

MANDRAKE
HP 360 WEAK VS. Fire
DROP Mandrake (20%)

OOZE
HP 660 WEAK VS. None
DROP Bubble Lotion (10%), Sweet Syrup (10%)

STORY FLOWCHART



SHINING IN THE DARK

Route explanations in this section follow the concept that you previously sailed directly to Astral City from Tatroi. If the party is entering this stage under other conditions, simply use the maps provided to explore and collect items.

Save at the Save Point near the entrance from Astral City and examine the goddess statue near the opposite wall to completely recover the entire party's HP and MP. Note that the door near the entrance is one-way only from the south side.

Follow the cave to the southeast. In the third area, examine the glinting crystals on the left side while one character has a Pickaxe equipped to obtain **Silver**.



Return to the goddess statue near the exit to Astral City to regain full health and MP whenever needed.



A Pickaxe is required to obtain items from the shining points at crystals throughout the Astral Caves.

At the intersection, continue southeast and collect the items along the route. Next, return to the intersection and head west. At the next T-intersection, take the east path to find a chest containing a **Necklace**. Finally, resume heading southwest through the next several areas.

THE ROUNDABOUT

Upon reaching a large roundabout area, head west to obtain Phia's **Gladius** from a chest. Then return to the roundabout and take the east passage. Use a Pickaxe to mine a **Crystal** from the shimmering minerals located there.



Head west and east from the roundabout to find useful items before traveling south.

Take the south passage from the roundabout to reach another Save Point. Head north from the Save Point and collect the items along the way.

WHAT'S BEHIND DOOR NUMBER THREE?

After crossing the bridge, the path leads to a room with a switch and three doors. Pluck the **Sinclair** from the nearby chest, then pull the switch to open the west door. Collect the items from the connecting cave, then return to the main room and pull the switch twice to open the east door. Collect the **Flare Bomb** from the east chest, then return and pull the switch twice again to open the north door.



Pull the switch on the raised platform repeatedly to open the surrounding doors.



DARTH WIDOW

HP	10000
WEAK VS.	Fire
ITEM DROP	None



STROPER (X3)

HP	520
WEAK VS.	Earth
ITEM DROP	Medicine Bottle (10%)

Darth Widow employs three Stroper bodyguards. Any of the enemies can easily inflict about a few hundred hit points to a character per hit. If they gang up on a character, expect the worst. Be ready to press the △ button and employ recovery items as needed, since no one in your party has healing skills.



Fire Slash and Double Slash special arts are highly effective against Darth Widow, but Phia is the most valuable character. Her "Three Way" special art is just what the doctor ordered, especially at close range. Make sure she is equipped with it prior to the battle.



Use a Pickaxe to mine the minerals in the passageway. The door at the north end of the passage leads back to the starting point, where the Save Point and the restorative statue are located. However, the door is one-way only, meaning if you go through it, you must navigate all the way back to the south Save Point again. Assess the condition of your party and determine if the Save Point and restorative statue are needed at this point. Whichever path you choose, return to the south Save Point and save the game. If Cyuss or Ashlay are in the party, then head south to confront the assassin.



The door at the north end of this passage is one-way only. Although a visit to the goddess statue might be worthwhile, it means starting over from the initial path.

BOSS FIGHT!

SPOILS AND CHOICE OF PATH



The rewards are given at the Inn if Cyuss is in the party, or in the Throne Room if Ashlay is present.

AP POST DARTH WIDOW BATTLE

CHOICE (ASHLAY IN PARTY):

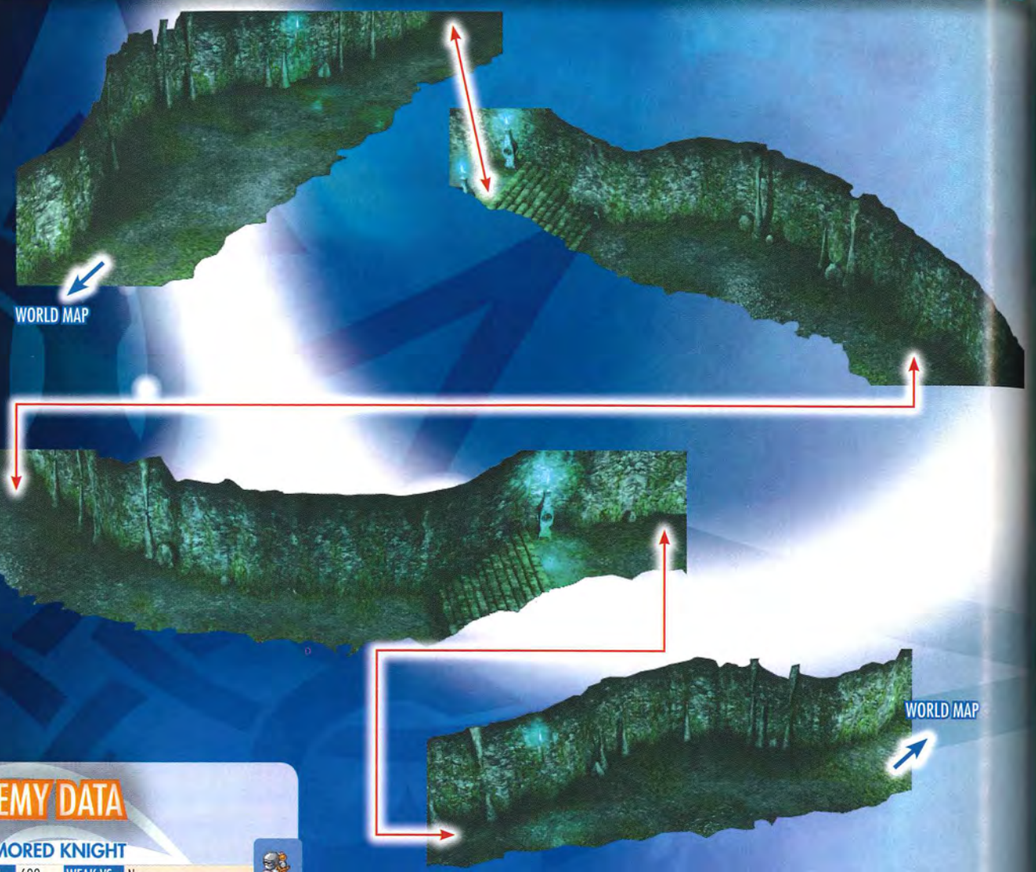
"Talk about Cyuss.": **Phia +1 for Roddick**

"Say nothing.": **Phia -1 for Roddick**

Following the defeat of Darth Widow when Cyuss or Ashlay is in the party, the heroes return to Astral City and receives a **Lunar Talisman**, a **Cinderella Glass**, and **200 Skill Points** in reward.

Whatever scenario is followed, someone indicates that the party should head to the Purgatorium to the north and search for the Eye of Truth. The Purgatorium is an optional dungeon, but well worth exploring for experience and treasures. If you agree to go to the Purgatorium, the person explains how to access the dungeon from the front entrance as well as a hidden back door. Head north from Tatroi and follow the line of mountains to the right until you reach the Highland Caves. Go through the Highland Caves and then north to reach the Purgatorium's front entrance. The rear entrance is to the northwest. If you decide to skip the Purgatorium, then proceed across the World Map to the port of Tropp on the western coast of Astral. Flip to that section in this walkthrough for more details.

HIGHLAND CAVES



ENEMY DATA

ARMORED KNIGHT
HP 600 | WEAK VS. None
DROP Sinclair (4%)

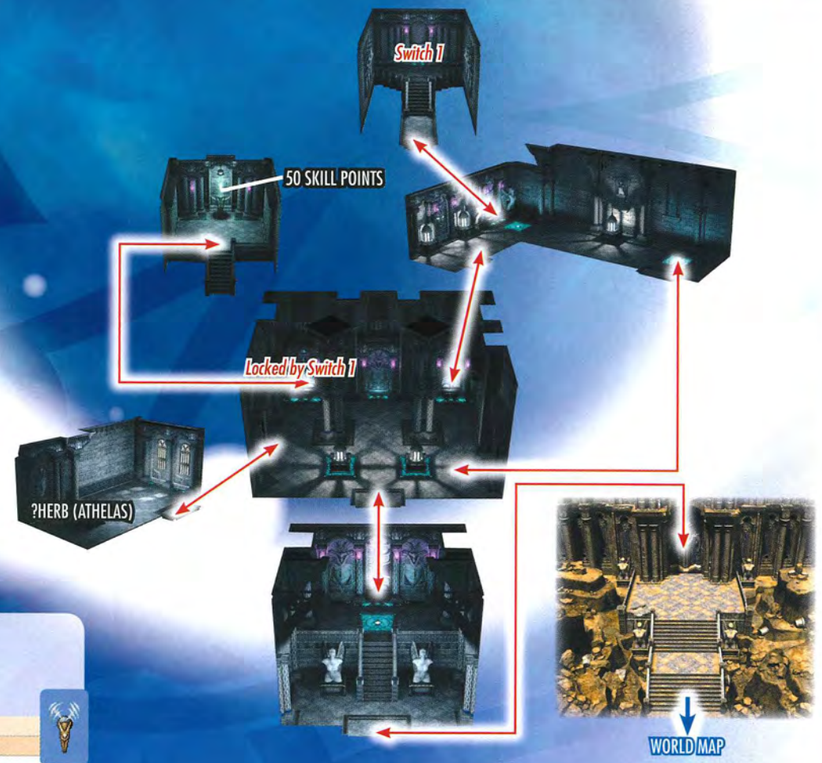
CLERIC
HP 360 | WEAK VS. None
DROP Blackberries (20%)

CUTIE BUNNY
HP 260 | WEAK VS. None
DROP Artemis Leaf (20%)

MANDRAKE
HP 360 | WEAK VS. Fire
DROP Mandrake (20%)

OOZE
HP 660 | WEAK VS. None
DROP Bubble Lotion (10%), Sweet Syrup (10%)

PURGATORIUM (WEST)



ENEMY DATA

ASSASSIN BUG
HP 280 | WEAK VS. Fire
DROP Sweet Syrup (4%)

CUTIEBELL
HP 840 | WEAK VS. None
DROP Blackberries (20%)

SAVANT
HP 720 | WEAK VS. None
DROP Walloon Sword (2%)

STROPER
HP 520 | WEAK VS. Earth
DROP Medicine Bottle (10%)

WITCHETTE
HP 420 | WEAK VS. Earth
DROP Blackberries (20%)

FALSE FRONT

The front entrance of Purgatorium is available to explore even if the player chose not to pursue the Eye of Truth back in Astral. Once inside, proceed to the second room and enter either door to the east. Use the corner door in the corridor to find a room with a switch. Pull the switch to unlock the door in the northwest corner of the main area.

Return to the main room and go through the northwest door. Examine the brazier at the top of the stairs to gain 50 Skill Points per character.



The front entrance of Purgatorium is clearly visible on the map.



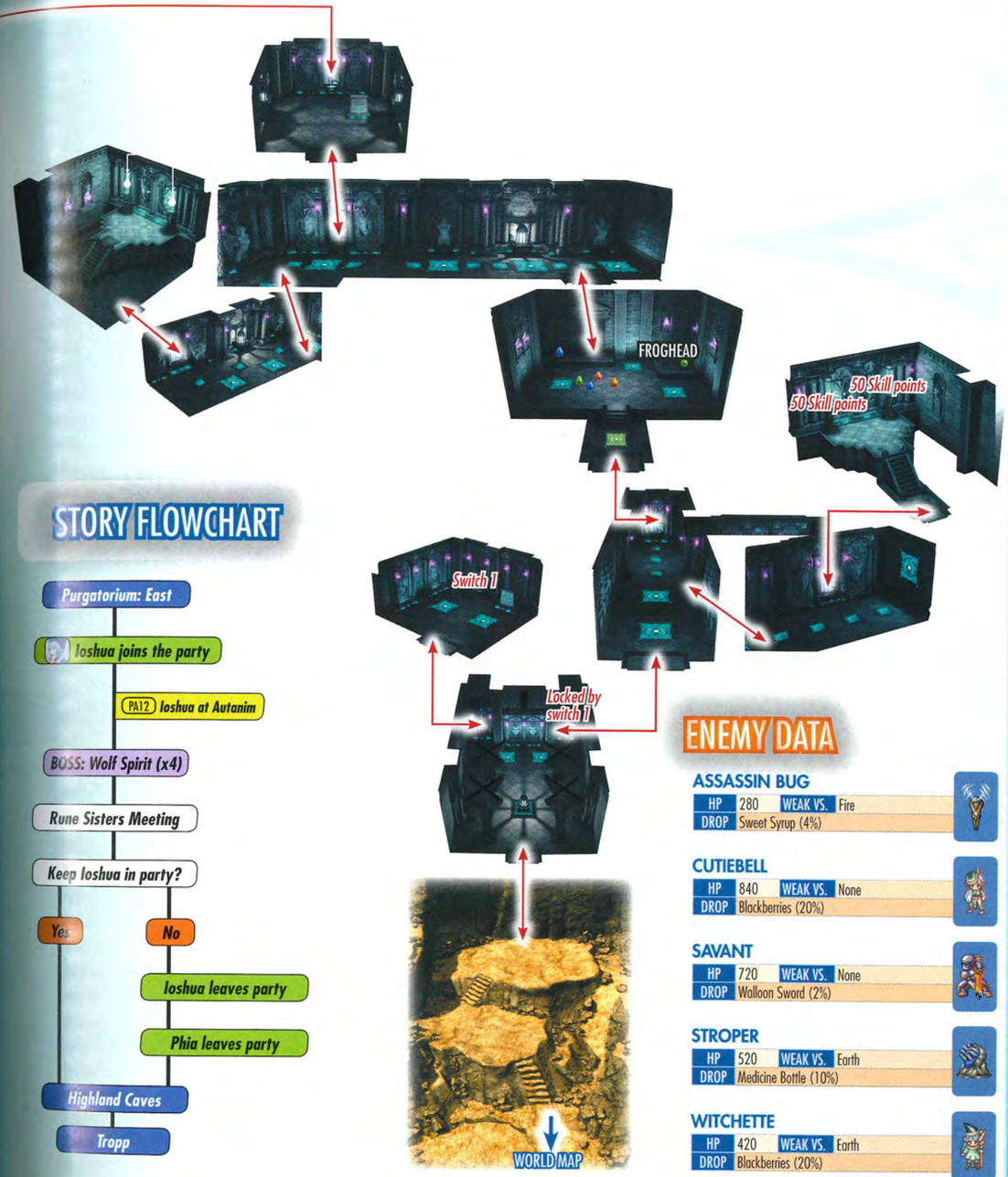
Pull the switch in the eastern room to unlock the northwest chamber in the entrance.



Touching a lighted column as shown here gives every party member 50 Skill Points.

PURGATORIUM (EAST)





STORY FLOWCHART

- Purgatorium: East
- Ioshua joins the party
- PA12 Ioshua at Autanim
- BOSS: Wolf Spirit (x4)
- Rune Sisters Meeting
- Keep Ioshua in party?
  - Yes
  - No
    - Ioshua leaves party
    - Phia leaves party
- Highland Caves
- Tropp

ENEMY DATA

ASSASSIN BUG

HP	280	WEAK VS.	Fire
DROP	Sweet Syrup (4%)		

CUTIEBELL

HP	840	WEAK VS.	None
DROP	Blackberries (20%)		

SAVANT

HP	720	WEAK VS.	None
DROP	Walloon Sword (2%)		

STROPER

HP	520	WEAK VS.	Earth
DROP	Medicine Bottle (10%)		

WITCHETTE

HP	420	WEAK VS.	Earth
DROP	Blackberries (20%)		

FINDING THE BACK DOOR

The rear entrance of Purgatorium is located in a hidden area on the World Map, on the back side of the mountains where the Purgatorium front entrance is located. After leaving the front entrance, simply follow the mountains around to the back and your party should automatically find the area.



The rear entrance cannot be found if you chose to skip the Purgatorium back in Astral.

THE SEEKER

If Cyuss or Phia are in the party, the group meets a Featherfolk named Ioshua at the hidden entrance. If Ashlay is in the party, then Ioshua is met a little further inside. Ioshua joins the party at least temporarily as the party explores the dungeon.



Ioshua is a healer. While he's in the party, protect him from harm and he thankfully returns the favor.

AP RUBBED WRONG BY FEATHERFOLK

CHOICE (CYUSS IN PARTY):

Stop them: **Entire party +1 for Roddick**

Keep watching: **Ilia -2 for Roddick**

AP MEETING WITH IOSHUA

CHOICE (PHIA IN THE PARTY):

Refuse to help Ioshua: **Ilia, Phia -1 for Roddick; Ioshua -2 for Roddick**

THE GIVEAWAY

In the first area, go through the northwest door and throw the switch in the room to unlock the northeast door in the previous area. Continue north and take the first right. Examine the two braziers in the room at the end of this side passage. Each party member accumulates 50 Skill Points from each brazier, for a total of 100!



Take a moment after touching these columns to level up in combat-improving skills, such as Biology, Knife, and others.



Ioshua Jerand

Ioshua is a Featherfolk from Silvalant who seeks information regarding his sister Erys, from whom he has been separated since a tragic incident in their youth. The party meets him at the Purgatorium, where he seeks the Eye of Truth, an item that may help him locate his sister.

Ioshua is an excellent healer who also learns many holy and elemental special arts. His stats are weaker than other characters, so set him to "Focus on healing friends" and leave him in the back. Because enemies encountered at this stage of the game are typically more aggressive, make sure that no foes penetrate the lines and attack Ioshua. He cannot help the party if he's forced to flee.

THE SLIME ROOM

Return to the main corridor and continue north. The party arrives in a room full of moving slimes of various colors. Touching the slimes produces a variety of results based on the color of slime touched.

- **Red slime:** Combat! The red slime disappears from the map for a moment afterward.
- **Orange slime:** Teleports the party back to the orange tile near the entrance.
- **Green slime:** Teleports the party to the east platform, where a chest contains a **Froghead** helm.
- **Blue slime:** Teleports the party to the west platform and the exit.



Touch the slimes moving about the room to reach new areas.

BIGGER PROBLEMS

In the corridor just past the slime room, head west and south to find a room with two more braziers. Touching each of them bestows 50 Skill Points to each party member. Return to the corridor and enter the north door.



Continue racking up those free Skill Points, as long as you can get them!

After reading a clue about the next room from the monolith, proceed through the north door to find another chamber full of moving slimes. The situation is similar, but more complex this time around.



Use the green slimes to reach items on platforms in the chamber.

- **Red slime:** Battle! The red slime disappears from the map for a few seconds afterward.
- **Stationary green slime, east of entrance:** Touching this slime transports the party to the highest ledge, where a chest contains a **Ring of Resistance**.
- **Stationary green slime, northwest corner:** Teleports party to the ledge with a chest containing a **Resurrection Elixir**.
- **Blue slime:** Teleports the party to a platform with the exit, but the exit is locked.
- **Orange slime:** Returns the party to the entrance tile, but also changes the movement pattern of the blue slime.

To unlock the exit door on the north platform, you must avoid the moving slimes in the room and go through the east and west doors. Follow the east and west corridors to rooms containing switches. Pull both switches, return to the central room, and then touch the blue slime to teleport to the platform where the exit is located. Use the Save Point in the next room and read the inscription on the nearby stone, then proceed to the next room.



Pull the two switches in the side chamber to unlock the exit door, then reach it by touching the blue slime.

Slip the Slimes

It's fairly easy to avoid the slimes to reach the west door. After pulling the west switch, return to the main room. To reach the west door more easily, use the blue slime. If the blue slime is moving near the bottom of the screen, touch an orange slime to change its movement pattern so that it patrols the back of the area. Continue up the center path and touch the blue slime. Wait near the blue slime on the exit platform and watch the blue slime below. When the blue slime below moves into the northeast corner of the chamber, teleport to that corner and quickly run through the east doorway.

THE FINAL SLIME

Slime overkill is in full effect! Touch the blue slime moving east to west on the ground level to teleport the party to the highest platform on the west wall. Touch the next blue slime and then a green slime to teleport to a central platform, where a chest contains a **?MINERAL**. (Appraising it reveals it to be a **Rune Metal**.) Avoid touching the other blue slime on the ground floor, since the path it leads to returns the party to the entrance.



Touch the blue slime on the ground moving east to west to reach the chest above.

Touch the orange slime on the ground floor to teleport the party to the platform in the northeast corner of the room. Touch the orange slime on that platform to teleport to the lower platform on west side of the room, where two orange slimes bounce around. Touch the orange slime to the left to teleport to the exit platform.



Touch the orange slime on the ground to reach this platform; touch the orange slime to continue.



Touch the orange slime to the left to reach the exit platform.

SIDE ROOMS FIRST

In the final corridor, first check the rooms to the left and right before heading north. The east room contains two braziers that bestow 50 Skill Points to each party member. Touch the yellow brazier in the west chamber to fully restore the HP and MP of all party members, then proceed north to encounter the dungeon bosses.



Rejuvenate the party by touching the yellowish brazier in the room west of the final corridor before confronting the dungeon bosses.

BOSS FIGHT!

WOLF SPIRIT (X4)

HP	4000
WEAK VS.	Dark
ITEM DROP	None*

**Although Wolf Spirits typically drop Rune Metal (20%), they do not during this battle.*

The four Wolf Spirits spread out and each one attacks a party member, including Ioshua. Control any character except Ioshua, then use your character's talents to protect the Featherfolk healer at all costs. If Ioshua is too busy running from a Wolf Spirit, then he cannot render aid to the others as needed. You can finish the battle in a quicker fashion by setting each character to "Attack with all you've got" in the Strategy menu to ensure that they quickly eliminate the Wolf Spirits with special arts.



RECRUITING IOSHUA



Ioshua's recruitment significantly affects future recruitment.

After the boss fight, proceed north into the final chamber to clear the dungeon. Following a few last events, the party is teleported back to the front entrance. To recruit Ioshua permanently into the party if Cyuss or Ashlay are in the party, choose the options "Stop him" and "Could you join us?" during the subsequent conversation. If Phia is in the party, she offers to leave the party with Ioshua. Only the fourth choice causes Phia and Ioshua to stay in the party.

AP PURGATORIUM EPILOGUE

CHOICE (CYUSS OR ASHLAY IN THE PARTY):

Purgatorium was worthwhile: **Ilia, Cyuss, Ashlay +1 for Roddick**

Disagree: **Ilia, Cyuss, Ashlay -1 for Roddick**

Recruit Ioshua: **Ioshua +1 for Roddick**

AP PHIA PURGATORIUM EPILOGUE

CHOICE (PHIA IN THE PARTY):

1st choice: **Ilia -1 for Roddick**

2nd choice: **Ilia, Phia +1 for Roddick**

3rd choice: **Ilia -1 for Roddick**

4th choice: **Entire party +1 for Roddick**

TROPP



Dining at Plumbee's

Plumbee's Food Shop is more like a restaurant. First, you must order one of the first three items on the list below (see the items listed in the table) as an entrée to order one of the second three items as a dessert.

ITEM SHOP, (PETRA, INSIDE INN)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Resurrection Elixir	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Amulet of Antivenin	1000
Pet Food	10
Spectacles	10
Magic Canvas	300
Magic Clay	300
Feather Pen	20
Silver Trumpet	300000

FOOD SHOP, "PLUMBEE'S"

ITEM	FOL
10 oz. Steak	500
Seafood Pasta	520
Stew	520
Fruit Parfait	60
Apple Pie	120
Sherbet	100

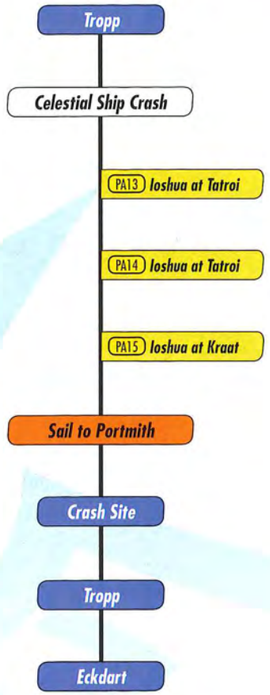
WEAPON SHOP, "NEPTUNE'S TRIDENT"

ITEM	FOL
Sinclair	2000
Claymore	1300
Ruby Wand	1000
Hard Knuckles	800
Ruby Orb	5000
Ring Mail	600
Kung Fu Top	3200
Padded Helmet	600
Knight's Shield	1100
Iron Greaves	300

TROPP PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Dallan's Son, Rod	Wimpy Sword	1
2	Young Lady	Green Beryl	5
3	Youth	Paralysis Cure	2
4	Child	Magic Clay	3
5	Mother	Athelas	5
6	Street Vendor	Sweet Syrup	6
7	Youth	Magic Film	3
8	Young Lade	Sour Syrup	4
9	Gal	Ugly Accessory	1
10	Sailor	Howling Fox Cider	10
11	Dallan's Wife	Diamond	7
12	Youth	Seafood Pasta	7
13	Adventurer	Pickaxe	4
14	Man	Medicine Bottle	5
15	Jennifer	Boiled Mushrooms	7
16	Dallan	Cola	7
17	Adventurer	Assault Bomb	5
18	Old Man	Artemis Leaf	4
19	Old Lady	Vegetables	3
20	Phia	Star Ruby	10
21	T'nique	Holy Mist	10
22	Erys	Card	5
23	Ronyx	Megabomb	10

STORY FLOWCHART



FIRE IN THE SKY

Upon entering Tropp after dealing with the Purgatorium, the party witnesses the crash of the Celestial Ship. A special service available at the pier in Tropp allows the party to sail back to Muah for only 60 Fol per person. You must visit the crash site just north of Kraat to enable sailing from Tropp to Eckdart.

Once the party returns to Tropp from the crash site, speak to the other Sailor on the pier to travel to Eckdart on the Silvalant continent.

Take Some Private Time

If Ioshua is in the party, the trip is well worth it. Stop by Tatroi for two Private Actions, and then view another scene in Kraat.



Visit the crash site by asking the Sailor at the docks to travel to Portmith.

AP CELESTIAL SHIP CRASH

CHOICE:

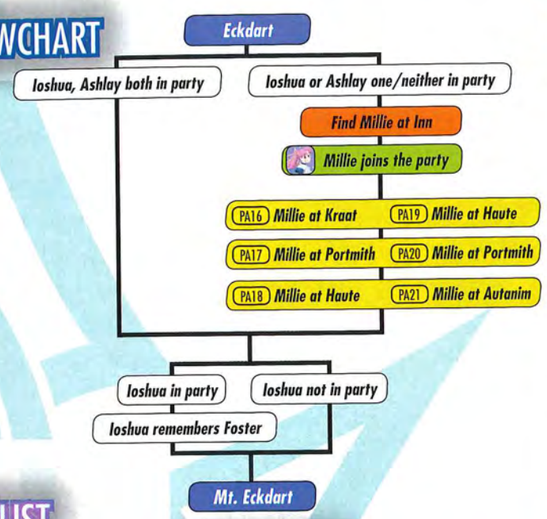
"You wanna go back there?": **Cyuss +1 for Roddick; Ilia, Ashlay, Ioshua -1 for Roddick**

"I've got to see this.": **Ilia, Ashlay, Ioshua +1 for Roddick; Cyuss -1 for Roddick**

ECKDART



STORY FLOWCHART



ECKDART PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Old Man	Silver	4
2	Old Lady	Gold	4
3	Romantic Man	Lavender	3
4	Young Lady	Mandrake	3
5	Female Citizen	Lavender	3
6	Male Citizen	Aquaberries	2
7	Child	Harmonica	6
8	Young Man	Stone Cure	2
9	Sailor	Rotting Sashimi	1
10	Handsome Guy	Blurry Photo	1
11	Big Warrior	Round Shield	4
12	Miss	Marenne Oysters	6
13	Adventurer	Maple Syrup	6
14	Mister	Fountain Pen	2
15	Traveler	Mind Bomb	4
16	Girl	Fine Tuna Sashimi	10
17	Girl	Eggs and Dairy	3
18	Female Citizen	Iron	2
19	Adventurer	Baselard	5
20	Nice Middle-aged Man	Sirloin	6
21	Man	Wolfsbane	4
22	Belner the Young Scholar	Holy Mist	7
23	Claryn	Meteorite	10
24	Pleasant Youth	Pet Food	2
25	Patron	Joyful Bandit Cider	7
26	Millie	Fresh Juice	10
27	Ioshua	Fruit Syrup	5
28	Ilia	Root Beer	5
29	T'Nique	Faerie Mist	10
30	Welch	Witch Powder	10

ITEM SHOP, "DIBSON INSTRUMENTS"

ITEM	FOL
Feather Pen	20
Conductor Baton	100
Harmonica	800
Pipe Organ	5000
Lyre	12000
Cembalo	16000
Violin	50000
Piano	80000
Mystical Shamisen	100000
Silver Trumpet	300000

ITEM SHOP, (OROSHI THE PEDDLER, NEAR WORLD MAP EXIT)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Medicine Bottle	300
Resurrection Elixir	500
Artemis Leaf	320
Wolfsbane	150
Lavender	35
Athelas	800
Pet Food	10
Spectacles	10
Magic Canvas	300
Magic Clay	300
Keen Kitchen Knife	4000

ITEM SHOP, "THE JEWEL IN HER EYE"

ITEM	FOL
Ruby	600
Sapphire	600
Green Beryl	2000
Crystal	2000
Diamond	3000
Silver	300
Gold	300
Brooch	2500
Necklace	500
Iron	150

FOOD SHOP, "NECTAR OF THE GODS"

ITEM	FOL
Root Beer	300
Bloody Driver	300
Fire in the Sky	900
Luxury Grape Juice	110500

REUNION OF FRIENDS

If both Ashlay and Ioshua are in the party, then not much happens in Eckdart. Visit the shops, rest at the Inn if needed, then set out across the continent of Silvalant, heading toward Mt. Eckdart or Ionis.

If only Ashlay, only Ioshua, or neither is in the party, then Millie makes an appearance at the Eckdart pier. Follow her to the Inn, where she rejoins the combat ranks. Millie is now level 30, and has many more special arts and spells under her belt.



Eckdart Item Shops specialize in the types of items offered for sale.



Millie typically rejoins the party at the Eckdart Inn. If not, she rejoins in Silvalant.

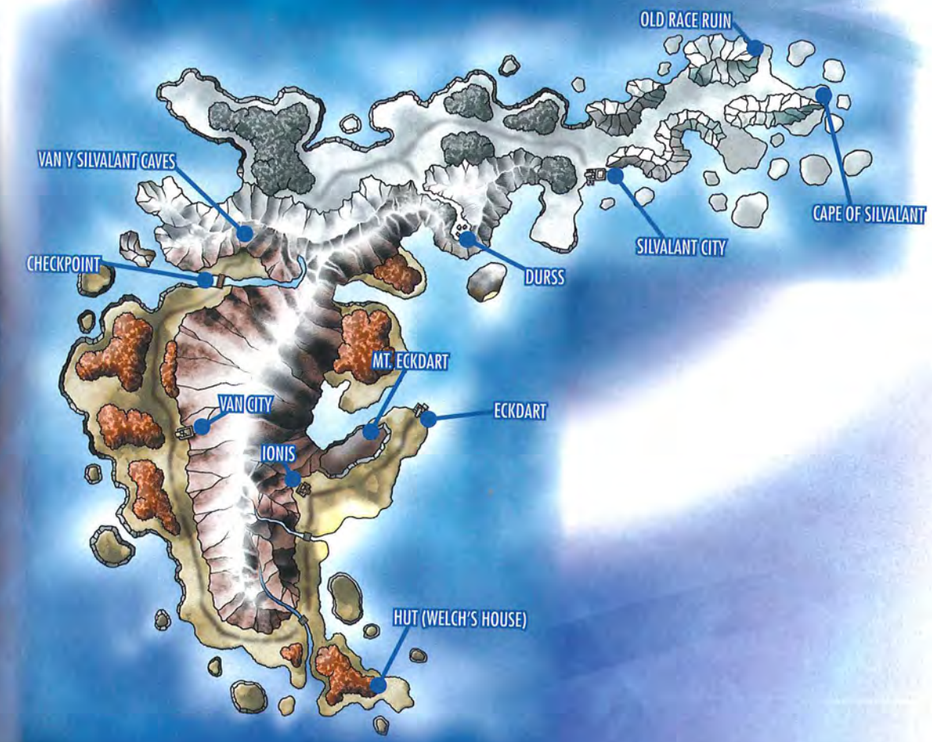


The Skill Guild in Eckdart offers Sense 3 for 2700 Fol and Technical 3 for 3600 Fol, in addition to Knowledge 2 and Combat 2.



If Ioshua is in the party, he mentions visiting his foster father in nearby Mt. Eckdart as the party leaves town.

ROAK WORLD MAP (SILVALANT CONTINENT)



ENEMY DATA

CLERIC
HP 360 | WEAK VS. None
DROP Blackberries (20%)

DROW HEALER
HP 1100 | WEAK VS. None
DROP Blackberries (20%)

MAGICIAN
HP 680 | WEAK VS. None
DROP Blackberries (20%)

SAVANT
HP 720 | WEAK VS. None
DROP Walloon Sword (2%)

WISP
HP 1680 | WEAK VS. Light
DROP Resurrection Elixir (4%)

CUNICULUS
HP 1100 | WEAK VS. None
DROP Lavender (20%)

KOBOLD KING
HP 1200 | WEAK VS. Fire
DROP Seafood (10%)

PETRI GEREL
HP 2400 | WEAK VS. Earth
DROP Medicine Bottle (10%)

SCYLLA
HP 3000 | WEAK VS. Fire
DROP None

DIRE WOLF
HP 1080 | WEAK VS. None
DROP 16 oz. Steak (4%)

LIZARD AXMAN
HP 1620 | WEAK VS. Water
DROP None

PIXIE
HP 1360 | WEAK VS. None
DROP Blackberries (20%)

SHAMAN
HP 1000 | WEAK VS. Light
DROP Blackberries (20%)

MT. ECKDART



ENEMY DATA

CLERIC
HP 360 | WEAK VS. None
DROP Blackberries (20%)

DIRE WOLF
HP 1080 | WEAK VS. None
DROP 16 oz. Steak (4%)

DRAGONFLY
HP 1200 | WEAK VS. Fire
DROP Mixed Syrup (4%)

GEREL
HP 1200 | WEAK VS. Earth
DROP Medicine Bottle (10%)

KOBOLD KING
HP 1200 | WEAK VS. Fire
DROP Seafood (10%)

LIZARD AXMAN
HP 1620 | WEAK VS. Water
DROP None

MAGICIAN
HP 680 | WEAK VS. Fire
DROP Blackberries (20%)

PIXIE
HP 1360 | WEAK VS. None
DROP Blackberries (20%)

SAVANT
HP 720 | WEAK VS. None
DROP Walloon Sword (2%)

AP FOSTER'S QUEST

AGREE TO CLEAR THE MONSTERS:

"Let's take them out.": **Entire party +1 for Roddick**

"...": **Entire party -1 for Roddick**

CLEAR ALL MONSTERS:

All party members +1 for each other

Ioshua +1 for Roddick

FOSTER FEELINGS

Navigate through the forest until the party reaches a small cabin. If Ioshua is in the party, entering this area triggers a reunion with Ioshua's foster father, coincidentally named Foster. Inside his residence, Foster asks the party to clear the monsters out of Mt. Eckdart so that he may safely resume hunting. Agree to "Take them out," and Foster gives the party an **Elven Bow** after completing the task.

To eliminate the monsters, enter the forest area north of Foster's cabin. At least one monster (each representing monster parties of Gerels or Dragonflies) roams each map area. Approach the monster to trigger a battle. When all monsters are defeated, return to Foster's cabin to receive your reward.



With Ioshua, eliminate the enemies in the woods behind Foster's cabin to receive a reward.

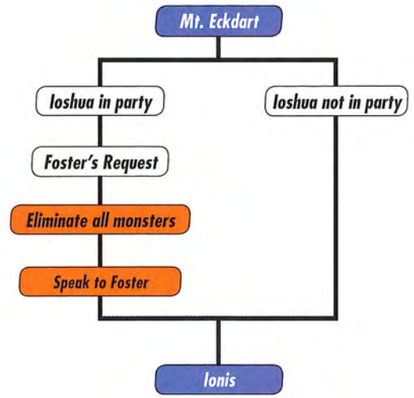


Touch a monster in each area and defeat the enemy set to clear the woods, area by area.

Foster Care

If the party weakens, return to Foster's cabin and speak to him. He'll let the party rest and recover all HP and MP for free throughout the duration of your quest.

STORY FLOWCHART



IONIS



IONIS PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Elderly Person	Creaky Rod	1
2	Strong-minded Lady	Fanfic?	6
3	Zack the Sage	Ugly Accessory	1
4	Lulu	Weird Shoes	2
5	Young Lady	Sapphire	5
6	Girl	Magic Canvas	3
7	Sensitive Guy	Walls of the Soul	10
8	Fickle Woman	Sweet Syrup	5
9	Boy	Scumbag Slayer	1
10	Maya the Adventurer	Megabomb	7
11	Miss	Seafood	3
12	Old Lady	Pork Soup	7
13	Youth	Spectacles	2
14	Adventurer	Anklet	5
15	Youth	Sirloin	6
16	Skilled Artisan	Fire in the Sky	7
17	T'nique	Paralysis Mist	5
18	Mavelle	Revival Card	10
19	Phia	Ruby	5
20	Pericci	Deluxe Fruit Platter	10
21	Cyuss	Will Potion	10

ITEM SHOP, "CREATOR'S WORKSHOP"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Medicine Bottle	300
Resurrection Elixir	500
Magic Canvas	300
Magic Clay	300
Fountain Pen	180
Feather Pen	20
Premium Paper	150
Magic Camera	2000
Magic Film	300
Mechanic's Toolbox	1200
Smith's Hammer	600
Mandrake	80
Rose Hip	230
Lavender	35
Athelas	800
Ruby	600
Sapphire	600
Diamond	3000
Pet Food	10
Iron	150
Spectacles	10
Lezard Flask	40000
Beret	30000
Thief's Glove	10000

Steal What You Need!

The Thief's Glove (available for 10000 Fol in the Creator's Workshop) is an item required for the Pickpocketing specialty. Equip this accessory on a character who knows Pickpocketing, then approach people in town and press the ● button to steal from them. Whether you successfully steal an item from the NPC is determined by the character's Pickpocketing level.



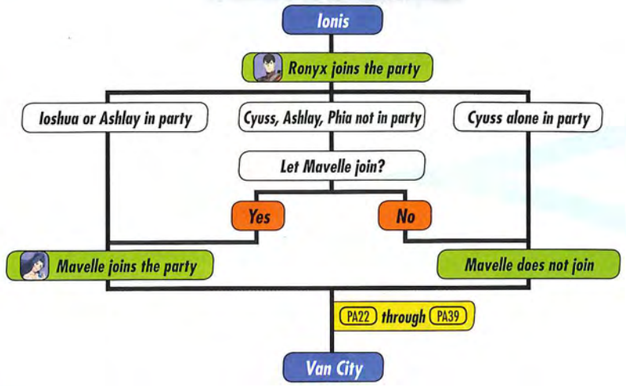
FOOD SHOP (GROCER)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Eggs and Dairy	20
Gelatinous Slime	100
Wobbly Slime	100
Rose Hip	230
Lavender	35
Mandrake	80

WEAPON SHOP (VYER, INSIDE ITEM SHOP)

ITEM	FOL
Sinclair	2000
Claymore	1300
Ruby Wand	1000
Hard Knuckles	800
Brigandine	1800
Amber Robe	800
Kung Fu Top	3200
Iron Helmet	1200
Round Shield	180
Iron Greaves	300
Kung Fu Shoes	2200

STORY FLOWCHART



RECRUITING MAVELLE: DEPENDANT ON IOSHUA

Upon entering Ionis, the party stumbles upon Captain Ronyx and his newfound friend, Mavelle, confronting the Crimson Shield. Afterward, Ronyx joins the party. While he equips a bow and serves as archer, his true benefit lies in the extremely powerful spells he casts.

If Cyuss is in the party but Ioshua is not, then Mavelle will *not* join. If Ashlay is in the party but Ioshua is not, then Mavelle allows you to choose whether or not she joins. Otherwise, please refer to the story flowchart. Mavelle uses magical orbs to attack and cast spells.

AP MAVELLE JOINS

CHOICES:

First choice (Snarky comment)* : **Millie -2 for Roddick**

Let Mavelle join: **Ronyx, Mavelle +1 for Roddick**

Refuse to let Mavelle join: **Ronyx -1 for Roddick**

** Only available if Millie is in party.*



Ronyx joins the party after a brief confrontation in Ionis.



Mavelle decides whether to join or leaves the choice to you after dinner.



The Skill Guild in Ionis sells Knowledge 3 for 2700 Fol, in addition to Sense 3, Technical 3, and Combat 2.

VAN CITY



VAN CITY PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Elderly Person	Smith's Hammer	5
2	Youth	Feather Pen	2
3	Carefree Leetha	Fountain Pen	2
4	Sentry	Flare Bomb	3
5	Cock-eyed Youth	Berserker Ring	10
6	Old Lady	Hot Pot of Shadows	10
7	Sentry	Iron	2
8	Loitering Girl	Spectacles	2
9	Teen Girl	Creamy Cheese	9
10	Swordswoman	Boots	1
11	Jill the Adventurer	Bitter Juice	1
12	Miss	Blueberries	2
13	Mercenary	Froghead	6
14	Cyuss	Potion of Might	10
15	Ashlay	Potion of Might	10
16	Phia	Diamond	10
17	Ilia	Leaping Titan Cider	5
18	Erys	Critical Card	5

VAN CASTLE PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Elda, Beleaguered Knight	Dwarven Sword	10
2	Sentry	Longsword	2
3	Down-to-earth Girl	Ugly Accessory	1
4	Royal Artist	Primavera	10
5	Heartbroken Enore	Ring of Sadness	10
6	Royal Symbologist	Rose Hip	2
7	Lidd the Sage	Crystal	7
8	Maid	Blackberries	2
9	Brainy Roy	Secrets of the Earth	10
10	Excited Scholar	Fanfic!	8
11	Symbologist	Ruby Wand	4
12	Soldier	Defense Bomb	6
13	Vanck the Sage	Magic Film	3

ITEM SHOP, "VICTOR THE COBBLER"

ITEM	FOL
Sandals	30
Boots	50
Suede Boots	400
Leather Boots	800
Martial Arts Shoes	920
Kung Fu Shoes	2200
Shaolin Shoes	2200

ITEM SHOP (OROSHI THE PEDDLER)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Medicine Bottle	300
Resurrection Elixir	500
Artemis Leaf	320
Wolfsbane	150
Lavender	35
Athelas	800
Pet Food	10
Spectacles	10
Magic Canvas	300
Magic Clay	300
Keen Kitchen Knife	4000

FOOD SHOP (AERINA, FOOD FOR THE VALIANT)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Organic Vegetables	4000
Sweet Fruit	2000

WEAPON SHOP (WEAPON SHOP OWNER, INSIDE SKILL GUILD)

ITEM	FOL
Sinclair	2000
Zweihander	4000
Taloned Knuckles	300
Gladius	1300
Quarterstaff	200
Long Bow	2000
Water Orb	8000
Fuzzy Handy Stick	1000
Silver Robe	3000
Kung Fu Top	3200
Shaolin Top	3000
Fashionable Bikini	1800
Knight's Shield	1100
Plate Greaves	1300

Complete Your Skills

The Skill Guild sells Combat 3 for 4500 Fol, plus Knowledge 3, Sense 3, and Technical 3. You can now buy all the skill manuals available and fill out the majority of the skill list for each character!



STORY FLOWCHART

- Van City
- Van Castle
- Labyrinth of Champions
- BOSS: Peryton
- Van Emblem Acquired
- Tatroi
- D Rank in Arena
- BOSS: T'nique
- T'nique joins the party
- PA40 through PA51
- Van Y Silvalant Caves
- Durss
- Silvalant City

PROOF TO THE KING

After the scene near the entrance, explore the town and equip your party with the best items available. After doing so, head up the central stairs to the upper level and continue up another flight of stairs to the castle.



Visit the Van City Weapon Shop and reequip before heading to the castle.

The party is granted audience with the King of Van. He's been looking for some heroes to take out the Archfiend Asmodeus. But first, he needs the party to prove their mettle by surviving the Labyrinth of Champions in the castle basement.

Before venturing into the Labyrinth, head back upstairs into the castle. Open the chest on the far left of the Armory to obtain an **Emerald Ring**, an accessory that reduces the MP consumption of special arts and spells by one-third. Also, **Magic Clay** is freely available in a room on the second floor. Stock up and return to the Labyrinth of Champions. Enter the center door to begin the King's trial.



Want that emblem? You're going to have to work for it!



Collect the items freely available in the castle before entering the Labyrinth of Champions.

RETURNING FROM THE LABYRINTH OF CHAMPIONS

After completing the Labyrinth of Champions, the party returns to the throne room and receives the **Van Emblem**. The new main objective of the game is to visit the other three kingdoms of Roak, starting with Silvalant Castle, and obtain the other three royal emblems.

AP THE ROAD AHEAD

CHOICES:

"I remember.": **Ronyx +1 for Roddick**

"Tell me again.": **Ronyx -1 for Roddick**



The Van Emblem is the first of four you must collect to reach the final stage



The morning after receiving the Emblem, Ronyx asks Roddick if he remembers what happens next. Roddick's answer determines affection points with Ronyx.

Go Beastly!

The King of Van also bestows the **Four Beasts SFT** skill on the party. Fighters like Roddick, Cyuss, Ilia, Ashlay, Phia, Welch, Pericci, and T'nique soon learn special arts involving the Four Beasts with this skill. Higher Four Beast SFT skill levels make the character more likely to learn these special techniques.

LABYRINTH OF CHAMPIONS



ENEMY DATA

MAGICIAN
HP 680 | WEAK VS. Fire
DROP Blackberries (20%)



PERYTON
HP 18400 | WEAK VS. Fire
DROP Chicken Shish Kebab (98%)



PIXIE
HP 1360 | WEAK VS. None
DROP Blackberries (20%)



SAVAGE
HP 1520 | WEAK VS. All elements
DROP Diamond (8%)



SORCERESS
HP 760 | WEAK VS. Water
DROP Blackberries (20%)



WISP
HP 1680 | WEAK VS. Light
DROP Resurrection Elixir (4%)



Eliminate Spell Casters First!

In the first area, groups of Wisps and Sorceresses may make an appearance. Prioritize taking out the Sorceresses first, since they cast spells that can devastate the entire party. Maintain this practice of taking out spell casters first through the remainder of the game.



CASTLE DEPTHS

Use the maps to navigate to the two item locations in the first area of the Labyrinth. Then proceed through the north door and read the inscription on the central stone for a clue.

Proceed to the next ring-shaped area and equip a party member with a Pickaxe. Dig at the crystal area to the right to obtain **Diamond**, **Green Beryl**, and a **?MINERAL** that appraises as **Mithril**.



The Amulet of Flexibility is an essential accessory for healers and party leaders in the Silvalant region and beyond.



Equip a Pickaxe accessory to access those deeply buried minerals.

THE MOON CYCLE DOOR PUZZLE

Continue north to use a Save Point and read another very important inscription on the nearby stone. A slab covers the trap door exit in the floor of the next chamber. To remove the stone slab, you must solve the puzzle regarding the seven upright doors in the room with carvings depicting moon phases.



Inscriptions on standing stones are as important as ever to puzzle solving.

PERYTON

HP	18400
WEAK VS.	Fire
ITEM DROP	Chicken Shish Kebab (98%)

Peryton and three Wisps surround the party, giving themselves first strike. The Wisps try to inflict Silence and Slow on the party members. If Ronyx, Millie, or Ioshua are affected, immediately use Medicine Bottles to remove Silence. Ronyx's spell casting is critical in helping to eliminate the Wisps from the battlefield quickly.



Peryton's flying attacks are powerful, but it tends to employ annoying hit-and-run tactics, leading characters on a merry chase around the area. Roddick, Ashlay, and Cyuss should use projectile special arts like Spirit Blast, Dragon Roar, et al, to strike the birdman from afar.



After the battle, simply follow the tunnel to the next room, and then ascend the long slope to the exit.



Examine the central stone to view a sequence of four moon phases. Each door to the north leads to a chamber with a switch. If you go through the doors marked on the stone and throw the switches, it does not open the trap door in the floor. Instead, the central north door in the main room is unlocked. Inside this room is a more obvious clue than the ones given thus far.



The central stone reveals the switches to pull beyond the north doors, but in the opposite cycle.

The solution to this puzzle is to reverse shadow and light in the symbols engraved on the central stone. For instance, the first moon on the stone is three-quarters dark; throw the switch in the room where the moon on the door is three-quarters full, or the third door from the left. The second moon in the puzzle is waxing; throw the switch behind the door where the moon is waning, or the first door on the left. The third moon in the series is half-full; throw the switch behind the door where the moon is half-dark—the sixth from the left. The fourth moon inscribed on the central rock is one-quarter full; throw the switch behind the door where the moon is three-quarters waning, or the fifth door from the left.



Enter the rooms beyond the moon doors and throw the switches corresponding to the inscribed sequence, but with light and dark reversed.

The Simple Answer

Need a simpler answer? Refer to the maps on the previous page and throw the marked switches 1, 3, 4, and 5 to open the trap door.

BOSS FIGHT!

Recruiting T'nique

After surviving the Labyrinth of Champions and receiving the Van Emblem, you can recruit T'nique. With six or fewer characters in the party, return to Tatroi on the Astral continent and fight in the Arena. During the Rank D tournament, T'nique jumps into the ring and becomes the boss enemy for the rank. Defeat him and he asks to join the party.



With seven or more party members, you can still compete in Rank D and fight T'nique. However, he does not offer to join the party afterward, unless you can somehow lighten your roster...

VAN Y SILVALANT CAVES



SIMPLE PASSAGE

Heading north across the World Map from Van City, the party eventually comes to the Checkpoint Bridge, which spans a river. The party must show the Van Emblem to the guards to pass.

A short distance north of the checkpoint is the Van y Silvalant Cave—a simple tunnel with only one side-chamber—connecting to the frozen kingdom of Silvalant. Head east from the cave and follow the road that branches south toward the nearest town of Durss.



Show the Van Emblem to the guards blocking the scenic bridge to Silvalant.



The Combo Link found in the caves allows you to initiate two special arts at once. Simply press both shoulder buttons simultaneously to use it!

ENEMY DATA

CLERIC

HP	360	WEAK VS.	None
DROP	Blackberries (20%)		

DIRE WOLF

HP	1080	WEAK VS.	None
DROP	16 oz. Steak (4%)		

KOBOLD KING

HP	1200	WEAK VS.	Fire
DROP	Seafood (10%)		

LIZARD AXMAN

HP	1620	WEAK VS.	Water
DROP	None		

MAGICIAN

HP	680	WEAK VS.	Fire
DROP	Blackberries (20%)		

PIXIE

HP	1360	WEAK VS.	None
DROP	Blackberries (20%)		

SAVANT

HP	720	WEAK VS.	None
DROP	Walloon Sword (2%)		

DURSS

DURSS PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Youth	Resurrection Elixir	5
2	Young Boy	Magic Clay	3
3	Remia	Weird Doll	1
4	Mister	Rose Hip	2
5	Lady	Organic Vegetables	6
6	Barkeep	Iron	2
7	Old Lady	Seafood	3
8	Old Man	Vegetables	3
9	Cyuss	Lotion of Strength	5
10	Ashlay	Lotion of Strength	5
11	Mavelle	Hexagram Card	5
12	T'nique	Smoke Mist	5

FOOD SHOP (TEMJIN, INSIDE ITEM SHOP)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Gelatinous Slime	100
Wobbly Slime	100

WEAPON SHOP, "THE RUSTY DAGGER"

ITEM	FOL
Longsword	100
Saber	300
Two-handed Sword	500
Rod	100
Brass Knuckles	200
Handy Stick	200
Padded Armor	300
Silk Robe	200
Martial Arts Outfit	1200
Bikini	100
Leather Helmet	80
Round Shield	180
Leather Greaves	100
Boots	50

ITEM SHOP, "THE EMPTY POTION"

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Flare Bomb	180
Spectacles	10
Harmonica	800





NOWHERE-VILLE

Durss isn't a very useful town to a band of adventurers this far in the game. The shop inventories resemble those of Haute. The Inn is probably the most welcoming feature of this half-abandoned town.



Durss is a poor town, but a prime target for honing your party's Pickpocketing skills.

However, Durss is populated with plenty of people from whom you can easily pickpocket items, provided that one of your characters has the Pickpocketing specialty and the Thief's Glove from Ionis equipped. A character with a Pickpocketing level of 6 or greater should be able to rob anyone in town!

WARNING! Don't Let Opportunity Pass You By!

If you intend to pickpocket any or all of the people in Durss, now is the time. Future events could prevent you from returning to Durss to jostle the locals...

SILVALANT CITY



SILVALANT CITY PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Girl	Lavender	3
2	Patrol Guard	Green Beryl	5
3	Patrol Guard	Iron	2
4	Patrol Guard	Silver	4
5	Tough Mercenary	Two-handed Sword	4
6	Patrol Guard	Gold	4
7	Swordsman	Longsword	2
8	Young Scholar	4-way Bomb	4
9	Young Lady	Magic Canvas	3
10	Young Boy	Eggs and Dairy	3
11	Steya the Mercenary	Sapphire	5
12	Ralpy the Mercenary	Ruby	5
13	Old Man	Goodie Box	10
14	Old Lady	Organic Vegetables	6
15	Ronyx	Assault Bomb	5
16	Ilia	Cactus Cocktail	10
17	Pericci	Watermelon Bar	5
18	Welch	Temper Tablet	5

SILVALANT CASTLE PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Sir Zell	Regeneration Ring	10
2	Sir Kelt	Defense Bomb	6
3	Soldier	Leather Helmet	3
4	Piron the Sage	Maple Syrup	6
5	Gardener	Crystal	7
6	John the Artist	Magic Canvas	3
7	Scholar	Blackberries	2
8	Young Soldier	Sour Syrup	4
9	Old Sage	Resurrection Elixir	5
10	Kannoy the Scholar	Paralysis Cure	2
11	Royal Symbologist	Weird Clothing	2
12	Scholar	Aquaberries	2
13	Yahma the Sentry	Dull Blade	1
14	Tohk the Sentry	Wimpy Sword	1
15	Ioshua	Refreshing Syrup	10

ITEM SHOP (SANTA THE DEALER)

ITEM	FOL
Santa's Boots	4500000
tri-Emblem	8000765
Music Editor	100000
Magical Rasp	100000
Jewel of the Frog	100000

ITEM SHOP (TOOL SHOP OWNER: GIFTS FOR THE SEASON)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Medicine Bottle	300
Resurrection Elixir	500
Artemis Leaf	320
Wolfsbane	150
Lavender	35
Athelas	800
Sweet Syrup	200
Witch Powder	500
Potion of Might	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Pet Food	10
Iron	150
Spectacles	10
Keen Kitchen Knife	4000

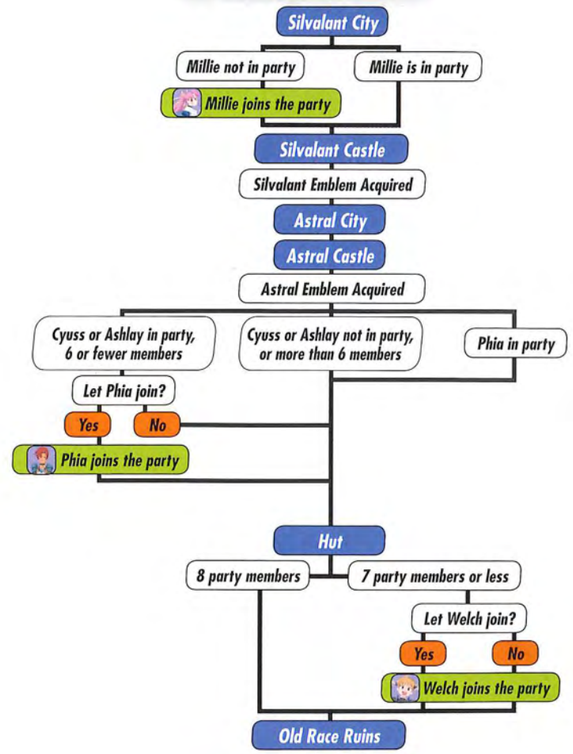
FOOD SHOP (RESTAURATEUR)

ITEM	FOL
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Sirloin	7200
Creamy Cheese	3600
Ingredients of Yarma	100000

WEAPON SHOP, "THE ICY BLADE"

ITEM	FOL
Walloon Sword	4000
Flamberge	7100
Baselard	2500
Crested Rod	3000
Cestus	4500
Spear	4000
Crossbow	3000
Playful Handy Stick	4000
Plate Armor	4200
Holy Cloak	10000
Shaolin Top	3000
Fashionable Bikini	1800
Plate Helmet	2800
Plate Greaves	1300

STORY FLOWCHART



'TIS THE SEASON

If Ashlay and Ioshua are in the party, Millie rejoins the party in Silvalant City.

AP MILLIE REJOINS

MILLIE REJOINS PARTY IN SILVALANT:

Millie +3 for Roddick

Santa Claus Is Coming to Town!



Santa the Dealer stands concealed behind a tree in the northwest corner of the city, located between the Weapon Shop and a home where a **Resurrection Mist** is found. Santa sells some incredibly expensive items, but they all prove highly useful in Item Creation and otherwise. Santa's Boots, for instance, provide a chance that you'll receive a random item when waking up from a stay at an Inn. But if the hefty price (4500000 Fol!) gives you heartburn, there's a way around that too! You can reduce sticker shock by activating "Lower Prices" in the Group Appraising super specialty, and use a Cinderella Glass to get him to come down. Afterward you should see the following prices:

SANTA THE DEALER: MAXIMUM CLEARANCE SALE

ITEM	FOL
Santa's Boots	2700000
tri-Emblem	4800460
Music Editor	60000
Magical Rasp	60000
Jewel of the Frog	60000

Don't forget that you can Replicate expensive items and sell them back to make up for any lost money in no time!

OPENING THE PORTS

After perusing the various shops, head north to the castle. The King bestows the **Silvalant Emblem** on the party. The King also enables multiple destination services from all key ports. After collecting the **Damascus** from the hidden chest at the back of the castle, return to the city and head to the docks at the southeast. Talk to the Sailor, who offers to transport the party to any port for the right price. The Group Appraising super specialty reduces the Sailor's prices only slightly. Note that the Deserted Island destination is only available in Silvalant.



The King of Silvalant is eager to see the heroes underway.



Sailing to any port in the world makes global travel much faster.

RETURN TO ASTRAL CITY

AP ASTRAL EMBLEM

CHOICES (CYUSS IN PARTY):

Phia rejoins party: **Phia, Cyuss +2 for each other**

Sail from Silvalant to Tropp and return to Tatroi. Ride the canal ferry to Astral City, then go north to the castle for an audience with the King of Astral. The King gives the **Astral Emblem** to the party and imparts a few obscure clues.



If Phia is not in the party and you have six members or fewer, you now have an opportunity to recruit her permanently.

Filling Out the Party



After receiving the Silvalant Emblem and opening the travel lines to any port in Roak, it's time to choose your final party for the remainder of the game.

Ride a ship to Portmith, and return to Kraat. Initiate a Private Action and speak to Millie near the village center. Choose the name "PERICCI" for the cat she's standing beside. If you rescued Pericci from the jail cell in the pirates' hideout and picked up the Ocarina she dropped while fleeing Portmith, then equip the accessory and try to approach the group from below. The cat follows you. Wait for Millie to call it back, then press the ⊗ button to use the Ocarina. Pericci permanently joins the party if you have seven members or less.

Don't forget that T'nique is still waiting to fight a worthy opponent in the Arena at Tatroi. If you have six members or fewer in your party and defeat him in the Rank D ladder, he offers to join your party.

Return to Astral City and visit the castle. After speaking to the king, Phia offers to join as a permanent member, provided you have six members or fewer and she is not already in the party.

Sail back to Eckdart and head southeast to a large peninsula. Move around the southeast tip of the forest there until you stumble upon a hidden hut. Inside, the party encounters a strange girl named Welch Vineyard who offers to join the party if there are seven members or less. With a little experience gained, Welch makes a great eighth party member!





If Ashlay, Ioshua, and Mavelle are in the party, another party member can be recruited at the Old Race Ruins to the far northeast of Silvalant City. But great sacrifice may be required... Perhaps *too* great!

Bunny Whistle: The Ultimate Overland Travel!



With Pericci in the party, it is possible to obtain the Bunny Whistle. Use this item from the item menu while traveling the World Map to transform the party into a bizarre, hopping bunny. Movement speed on the World Map doubles and random battles do not occur. While in "bunny mode," the party can travel instantly through caves such as the Van y Silvalant Caves and the Highland Caves.



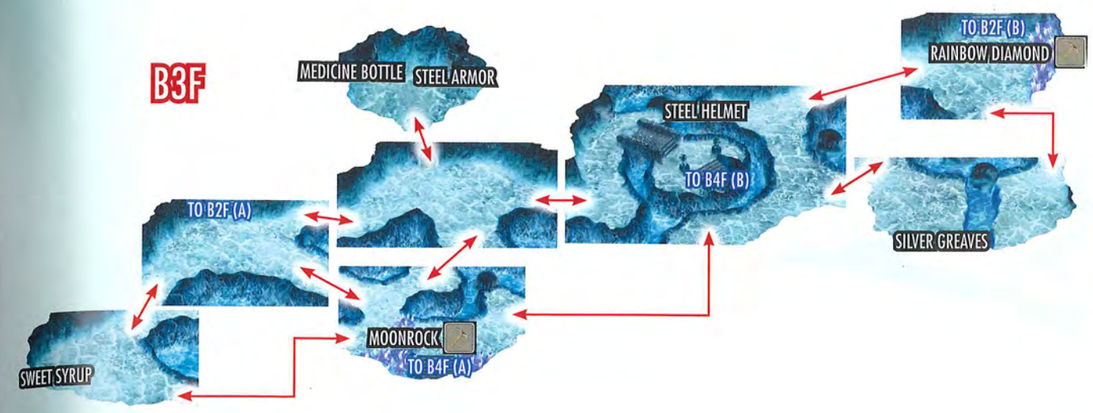


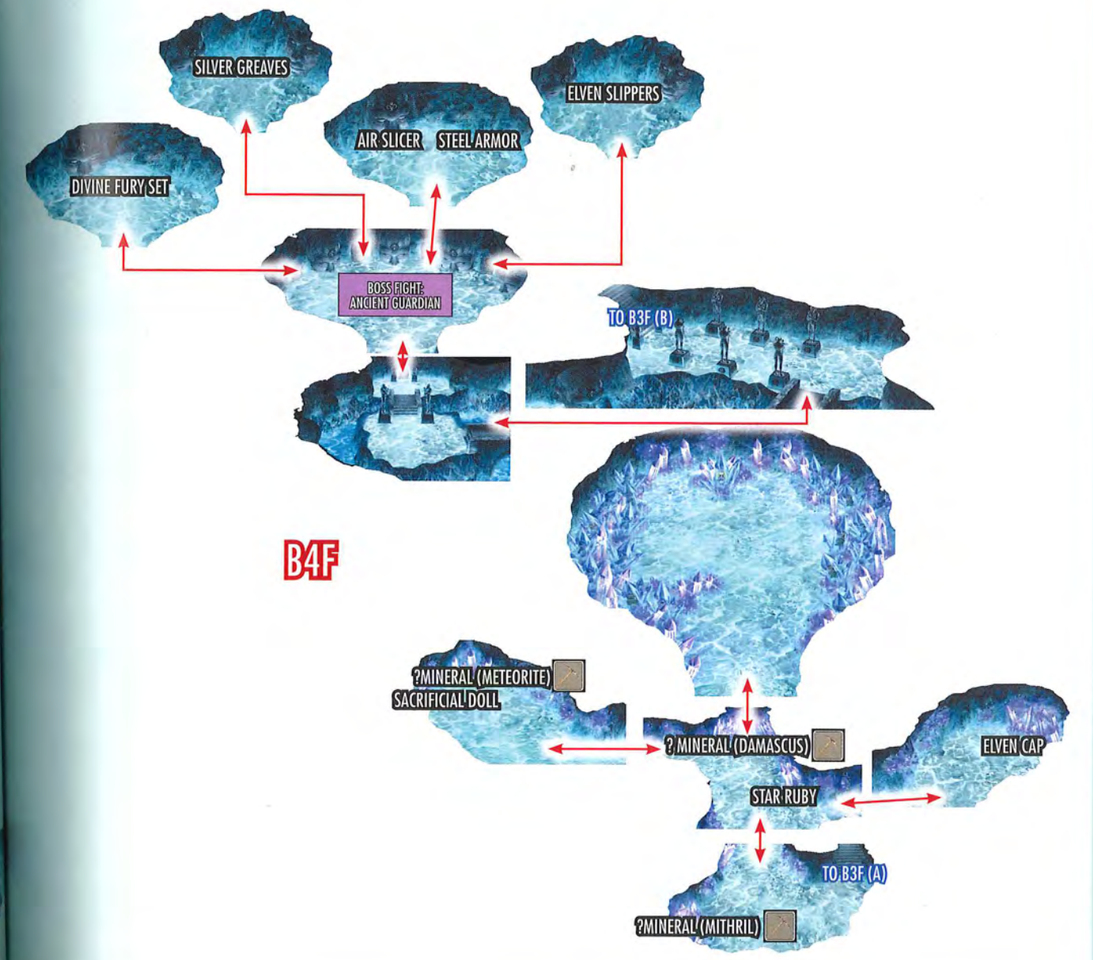
To acquire this item, return to Portmith and initiate a Private Action. Next, head to the castle entrance for a scene with Pericci. When she asks if you hate her, choose the second option.

Exit Portmith and return to Haute. Initiate another Private Action, and this time, speak to Pericci outside the Item Shop. You then acquire the **Bunny Whistle** and can ride the bunny across the World Map!

OLD RACE RUINS







ENEMY DATA

ANCIENT GUARDIAN (BOSS)
HP 45000 | WEAK VS. None
DROP ?MINERAL (Orichalcum) (100%)

CUNICULUS
HP 1100 | WEAK VS. None
DROP Lavender (20%)

DRAGON AXMAN
HP 3900 | WEAK VS. Water
DROP None

DROW HEALER
HP 1100 | WEAK VS. None
DROP Blackberries (20%)

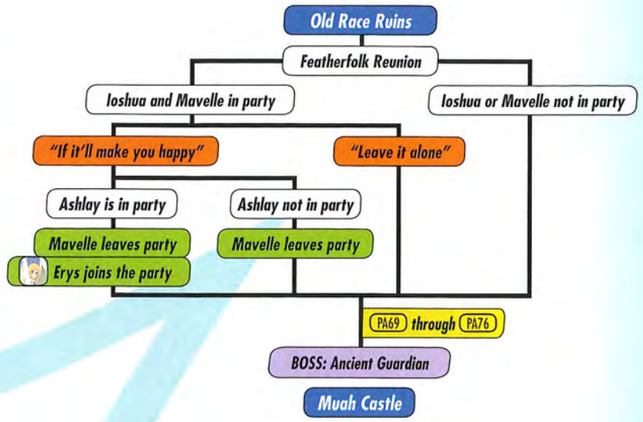
HOUND SPIRIT
HP 2800 | WEAK VS. Dark
DROP None

PETRI GEREL
HP 2400 | WEAK VS. Earth
DROP Medicine Bottle (10%)

VORPAL BUNNY
HP 2800 | WEAK VS. None
DROP Vegetables (20%)

WITCHDOCTOR
HP 1200 | WEAK VS. Light
DROP Blackberries (20%)

STORY FLOWCHART



THE EASTERN CAVES

The Old Race Ruins are located at the far northeast end of the frozen Silvalant region. As you head northeast, stay close to the mountains on the left and follow them as they curve around to the north. Continue into the niche until the party finds the hidden entrance.

With the **Silvalant Emblem** in hand, you can explore all areas of the Old Race Ruins. ***The enemies are dangerous;*** high character levels and strong weaponry are recommended. Follow the path to the Save Point on B2, then go east and follow the path until the party reaches a large chamber on B4. If Ioshua is in the party, he becomes outraged at what he sees therein. During his outburst, a choice is presented. Choose the bottom option to reveal the truth about Ioshua's past.

AP FEATHERFOLK REUNION

CHOICES:

"Leave it alone.": **Millie -3 for Roddick, Ioshua -2 for Roddick**

"If it'll make you happy...": **No affection points.**



The Old Race Ruins' hidden entrance lies in a niche behind the mountains at the northeast end of the Silvalant World Map. Refer to the mini-map in this screenshot to find it.

ANCIENT GUARDIAN

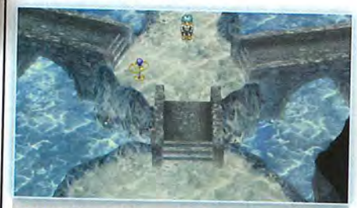
HP 45000
WEAK VS. None
ITEM DROP ?MINERAL (Orichalcum) (100%)

The recommended party is Roddick, Cyuss or Ashlay, Millie, and Ronyx, all level 50 and higher. The first key to victory is to get behind it, where its devastating beam attack cannot wipe out the entire party in one shot. The Ancient Guardian is strong against all elements, so don't waste your time with special arts if you're controlling a melee character. Slash away until it turns, then move behind it again. Meanwhile, have Ronyx cast spells and let Millie heal. With the recommended levels, attacking it from behind should be all the strategy needed to eventually wear it down. Afterward, you can access all the treasure rooms behind the creature!



BOSS FIGHT!

Note that choosing the second option removes Mavelle from the party permanently. This also provides the method of unlocking "The Featherfolk Girl" anime in the Movie Gallery. If you needed to clear room to recruit other characters, this can be an effective method. However, if Ashlay and Ioshua are in the party, Erys joins as a permanent member.



At the Save Point on B2, the east path leads to Ioshua's past while the west path leads to a deadly boss.



When presented with a choice for dealing with Ioshua's grief, choosing the bottom option exposes the truth.

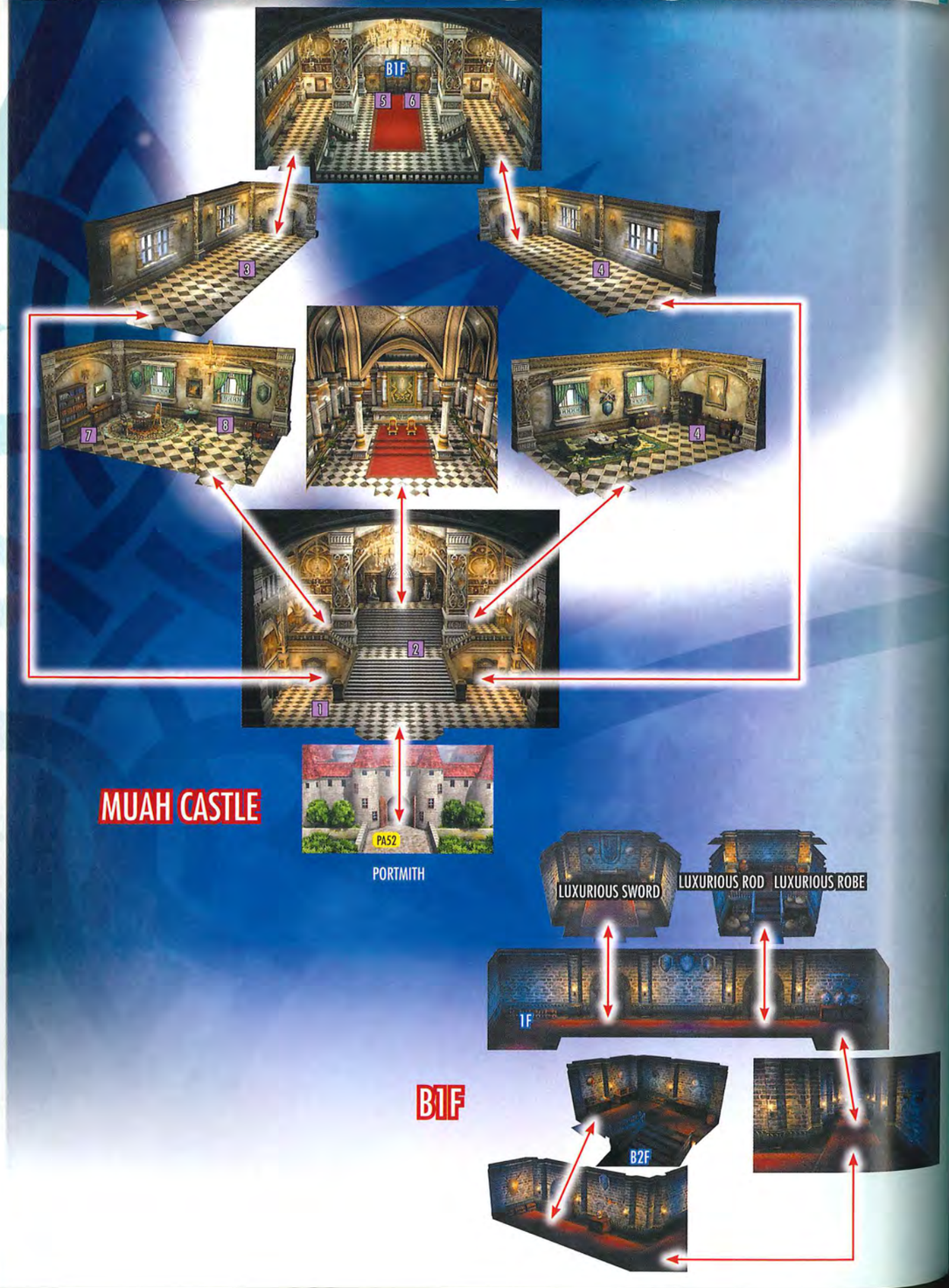
THE PATH LESS TRAVELED

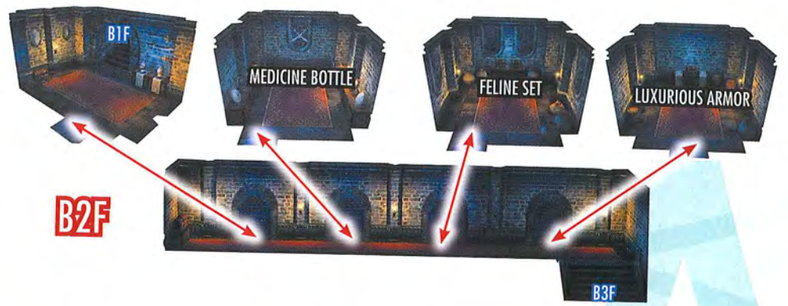
By heading west from the Save Point on B2 and exploring the "west" side of the Old Race Ruins, you quickly reach a chamber on B4 where the party is attacked by the Ancient Guardian. This is an incredibly strong monster; fighting it is only recommended for parties of levels 50 and higher.



Defeating the Ancient Guardian is well worth the trouble of attaining the spoils it protects.

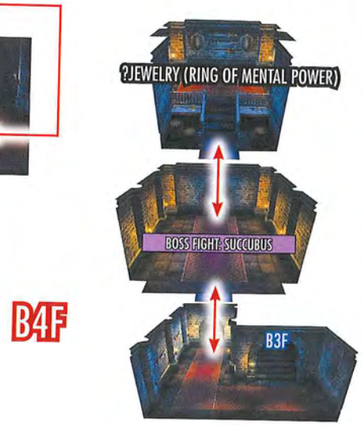
MUAH CASTLE


B1F
5
6
3
4
7
8
4
2
1
MUAH CASTLE
PA52
PORTMITH
LUXURIOUS SWORD
LUXURIOUS ROD
LUXURIOUS ROBE
1F
B1F
B2F


B1F
MEDICINE BOTTLE
FELINE SET
LUXURIOUS ARMOR
B2F
B3F


LUXURIOUS ARMOR
LUXURIOUS ROD
LUXURIOUS SWORD
RESURRECTION ELIXIR
B3F
B2F
BAGUA SFT
LUXURIOUS ROBE

MEDICINE BOTTLE
B4F


?JEWELRY (RING OF MENTAL POWER)
BOSS FIGHT: SUCCUBUS
B4F
B3F

MUAH CASTLE PICKPOCKET LIST

MAP NO.	NPC	PICKPOCKET ITEM	DIFF.
1	Sentry	Throwing Dagger	2
2	Maid	Aquaberries	2
3	Royal Chef Alfredo	Cold Soba	7
4	Maid	Stone Cure	2
5	Sentry*	Leather Armor	3
6	Sentry*	Froghead	6
7	Grazer the Sage	Nuclear Bomb	9
8	Sentry	Rickety Knuckles	1
9	Animal-lover Sentry	Friend of the Woods	10

* Sentries appear after Muah Emblem is obtained.

ENEMY DATA

BERSERKER



HP 2600 | WEAK VS. All elements
DROP Star Ruby (8%)

MEPHISTO



HP 1500 | WEAK VS. Light
DROP Blackberries (20%)

SHADOW BEAST



HP 3000 | WEAK VS. None
DROP Amazing Tenderloin (4%)

STIRGE



HP 3300 | WEAK VS. Fire
DROP None

SUCCUBUS (BOSS)



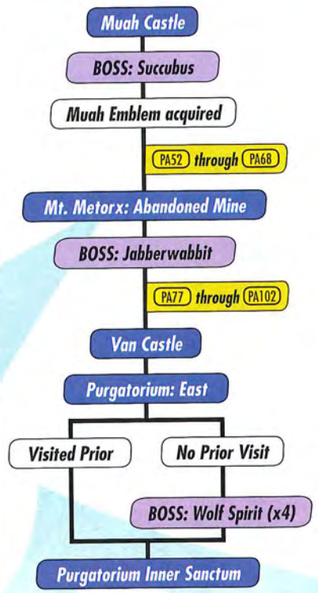
HP 54000 | WEAK VS. Light
DROP Ring of Happiness (100%)

WISP



HP 1680 | WEAK VS. Light
DROP Resurrection Elixir (4%)

STORY FLOWCHART



ROYAL REQUEST

Sail to Portmith and visit the castle. The Minister agrees to grant the party a meeting with the King on the condition of a favor: The party must find the source of the monsters emanating from the basement Treasury and eliminate it.



The Minister of Muah Castle has a little errand.



Equip the Luxurious items and feel an instant improvement in the combat difficulty level!

Apart from a few side rooms, the dungeon is fairly straightforward. Simply navigate down to B4, but make sure to divert into the side rooms to pick up some of the most powerful weapons and equipment you'll ever see. Unfortunately, you must return all equipment named "Luxurious" upon leaving the Treasury. However, there is a way to bend the rules…

BOSS FIGHT!

SUCCUBUS

HP	54000
WEAK VS.	Light
ITEM DROP	Ring of Happiness (100%)

The main challenge in this battle is to clear out the seven Shadow Beasts protecting the Succubus quickly enough to prevent them from causing too much chaos. Ronyx is the best person for the job, as he repeatedly casts his spells to quickly reduce all the Shadow Beasts' HP.



The Succubus is not a devastating enemy; Roddick's Spirit Strike and Ronyx's Light Cross spell work wonders against her. She drains HP from party members, but not much can be done about it except to eliminate her quickly.



Keeping the Luxurious Equipment



You cannot keep the Luxurious equipment, but you can keep anything made through Customization! After defeating the boss and collecting all the treasures, go to the Save Point on B4, save your game, and use the Customization specialty to transform all items named "Luxurious" into something else. For instance, try combining a Luxurious Sword with Damascus or Rainbow Diamond to create a powerful Dueling Sword. Or combine a Luxurious Rod with Moonrock, Mithril, or Orichalcum to create an awesome Rod of the Feather. Do the same with the Luxurious Armors and Robes. Just be sure to save your progress after each positive result, in case the next Customization doesn't go as well!

RIGHTEOUS VICTORY

After defeating Succubus, head back upstairs to report to the Minister. During the party's audience with the King of Muah, he hands over the **Muah Emblem**.



Time well served is well rewarded.

MT. METORX: ABANDONED MINE



ENEMY DATA

ACOLYTE
HP 2100 | WEAK VS. None
DROP Blackberries (20%)

BLOODWORM
HP 3900 | WEAK VS. Fire
DROP Damascus (8%)

JABBERWABBIT (BOSS)
HP 45000 | WEAK VS. None
DROP Vegetables (20%)

RUFFIAN
HP 5400 | WEAK VS. None
DROP Leaf Pendant (10%)

SHADOW FLOWER
HP 3600 | WEAK VS. Fire
DROP ?HERB (Wolfsbane) (20%)

UNTRAINED ASSASSIN
HP 3900 | WEAK VS. None
DROP Spectacles (20%)

JABBERWABBIT

HP	45000
WEAK VS.	None
ITEM DROP	Vegetables (20%)

Ronyx needs to be in the party to help decimate the Shadow Flowers surrounding Jabberwabbit. The boss seems to immediately target spell casters, so protect Millie, Ronyx, Joshua, et cetera, by controlling a melee character and wedging them between the boss and your back line. If you can pin Jabberwabbit between two strong melee fighters and bash it back and forth, the creature really doesn't stand a chance!



WABBITS WRUN THE WORLD!

The abandoned mine at Mt. Metorx should be traversable by characters at level 50 or higher. Collect the items from the west tunnels of the mine, then head to the east. In a large tunnel, a hole has broken through the wall into a subterranean cave that contains many useful items. Continue collecting them all as you head to the east. In the final chamber, defeat the Jabberwabbit boss blocking access to four treasure chests.



Approach the Jabberwabbit to show it who is boss of this cave.

BOSS FIGHT!

RETURN TO PURGATORIUM

Sail from Portmith back to Eckdart and return to Van City. Revisit the castle to learn from the King that Purgatorium goes deeper…

Return to Eckdart and sail for Autanim. Navigate back through the Highland Caves to Purgatorium's hidden rear entrance. Retrace your previous steps in Purgatorium East, all the way to the Rune chamber.

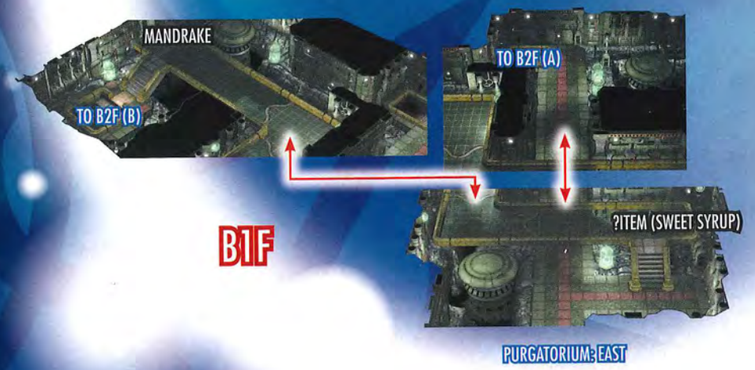


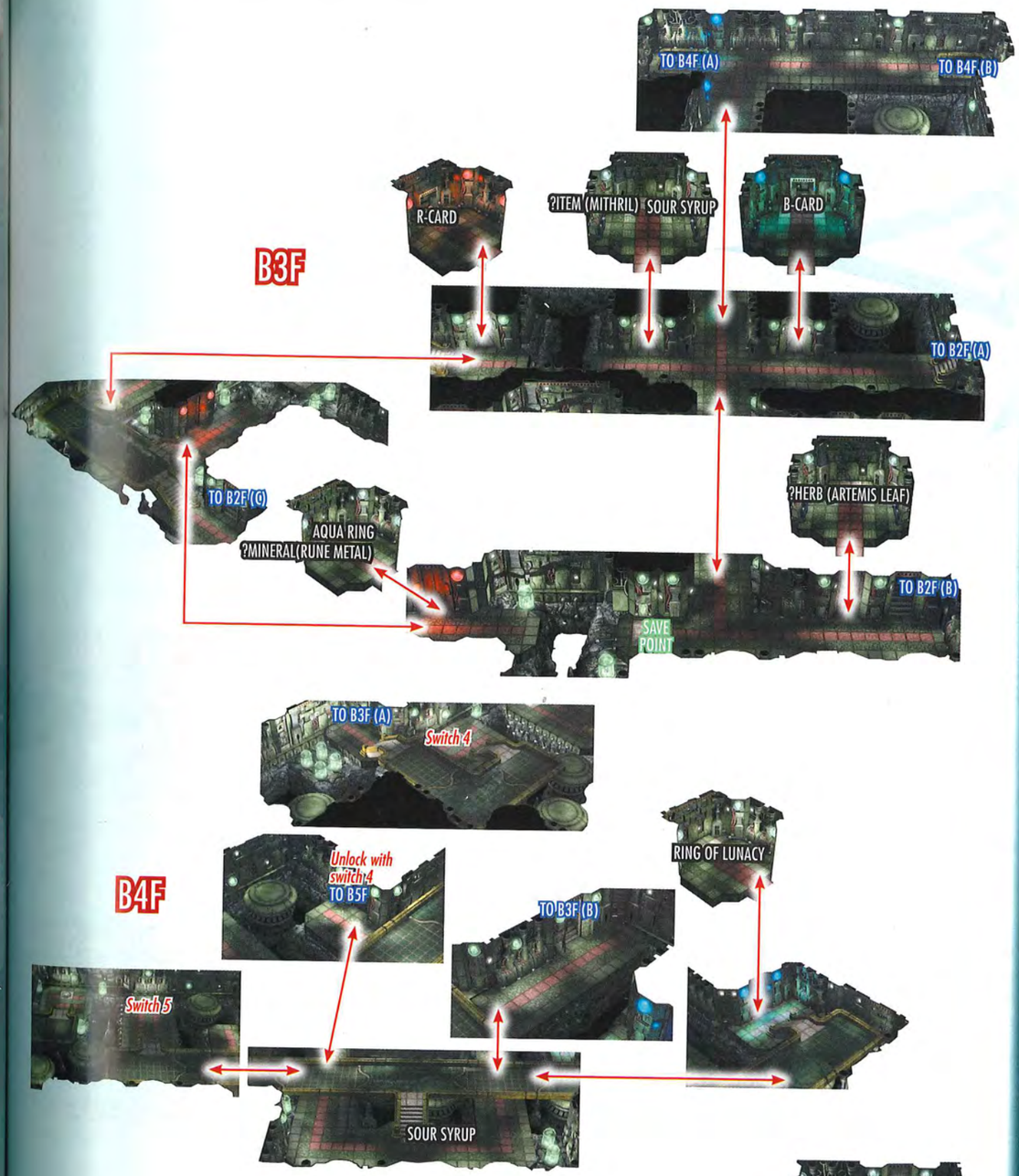
Sounds like the party may have missed something during their first visit to Purgatorium.



The Runes sing a different tune, now that you bear the Emblems.

PURGATORIUM INNER SANCTUM







ENEMY DATA

ASPITEL PROTOTYPE
HP 5300 | WEAK VS. None
DROP None



FIGHTER SPIRIT
HP 2450 | WEAK VS. Dark
DROP None



GUNNER L1
HP 7950 | WEAK VS. None
DROP None



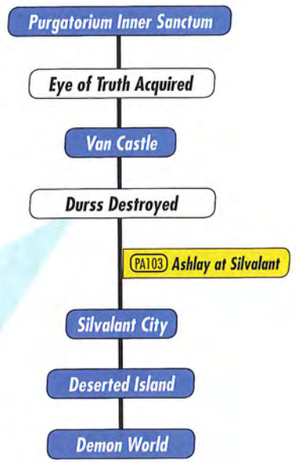
VIKING SPIRIT
HP 2450 | WEAK VS. Light
DROP None



WARRIOR SPIRIT
HP 2450 | WEAK VS. Light, Dark
DROP None



STORY FLOWCHART



THE FUTURE PAST

Follow the lower path to the back of the room and descend the stairs. Continue along the path and descend to B3. On B3, follow the platform to the back, then descend the second set of stairs to the right. Go inside the control room. After defeating the mecha enemies that appear, examine the console at the back of the room to find the **R-Card**. This key item allows the party to enter all of the red-lit doors throughout the stage.



Access to many treasure chests in this stage is dependent on possession of the R-Card.

WARNING! Fighter Spirits Absorb Light!

One of the harder enemies to fight is the Fighter Spirit, the yellow spirit-warrior that occasionally appears in random battles. Because they absorb Light-based spells and weapon attacks, it is critical to unequip weapons and special arts that fall under this category. If a character is accidentally healing a Fighter Spirit with his or her attacks, assume control of them during the battle and sit on the sidelines. Change the character's equipment and setup when the battle is over.



BACK TO SQUARE ONE



Use the stairs near the entrance to reach the rest of the stage.

Return to the entrance point and take the stairs to the east up to the platform. Follow this path down to B2. Stop in the first red room and open the chest to obtain a **Mist Insignia**. Next, descend to B3 and use the nearby Save Point.

THE TRI-SWITCH ROOM

Head north to the next intersection and then go east from there through the side exit. This leads to a room with three floor switches. Pressing all three switches locks the party inside the room. Only press the top two switches, or the bottom one alone.



Press the top two switches to unlock two rooms in the corridors outside.

Press the top two switches in the room, then return to B3 and collect the items from the two rooms opened by the switches. These two rooms are marked on the maps that appear in this section.



Head west from the switch room to a dead end to find a room opened by one of the switches.



The other room opened by the switches is east of the Save Point.



Simply approach the door to exit the switch room when only the bottom switch is on.

When stocked up, return to the switch room. Turn off the top two switches and turn on the third one at the bottom. Although the door to the room closes, you can still exit.

OBTAIN THE B-CARD

Return to B3 and notice that the nearest room is now open. Go inside and defeat another set of enemies triggered into action by the security system, then examine the control panel to obtain the **B-Card**. This key item allows you to open blue doors, like the one at the north end of B3.



Another security system goes off when entering the room containing the B-Card.

PROCEED TO THE TRUTH

Save your game at the Save Point, then head north all the way up the corridor. Continue west and descend through the blue trap door. Press the switch in the room below, then return to B3.



Press the switch in the west room on the level below to open one of the doors to the final area.

Proceed to the east across the corridor and go downstairs. Follow the path into an area with two levels and open the chest at the base of the stairs to obtain **Sour Syrup**. Next, ascend the stairs and head east to a room with a chest containing a **Ring of Lunacy**. Return across the raised platform to the west side. Open the chest there to obtain an **?ITEM** that appraises as a **Faerie Elixir**. Press the switch in this area and return to the center.



Press the second switch to reveal the path to your objective.

ORIGINS OF THE EMBLEMS

The two switches pressed on B4 unlock two of the doors leading into the chamber where the Eye of Truth rests. Head northwest on the lower level into a room with a chest containing an **Angel Statuette**, then continue into the next room.





The Angel Statuette allows you to heal the entire party one time. Hang onto this item until the final boss battle!

After the group examines the north door, take a look at the control panel in the northwest corner of the room. To open the final door, you must place the four emblems according to the questions asked by the machine. Place the emblems in the following order to succeed.

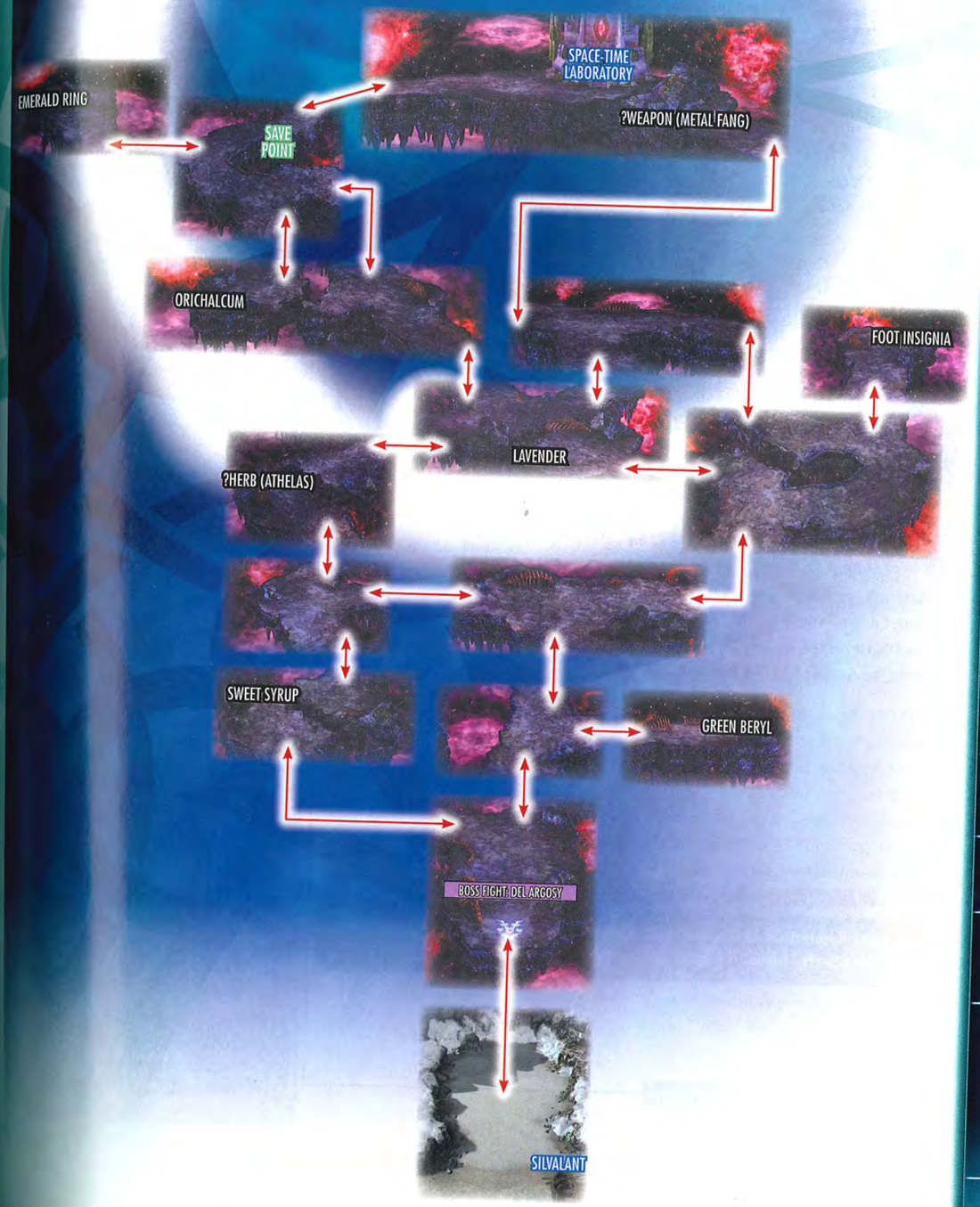
1. *Astral Emblem*
2. *Van Emblem*
3. *Silvalant Emblem*
4. *Muah Emblem*



The King of Van puts the final pieces together for the party.

The party then obtains the **Eye of Truth** and returns to Van City. Travel from there to Silvalant and hire the Sailor to take the party to the Deserted Island.

DEMON WORLD



ENEMY DATA

ALRAUNE
HP 5700 | WEAK VS. Fire
DROP Lavender (20%)

ARACHMENE (BOSS)
HP 34950 | WEAK VS. Fire
DROP None

DEATHTELLER
HP 9750 | WEAK VS. Light
DROP Ring of the Accursed (2%)

DEL ARGOSY (BOSS)
HP 57000 | WEAK VS. None
DROP Gale Earring (100%)

KILLER RABBIT
HP 5700 | WEAK VS. None
DROP Vegetables (20%)

LITTLE DEVIL
HP 6100 | WEAK VS. Light
DROP Resurrection Elixir (4%)

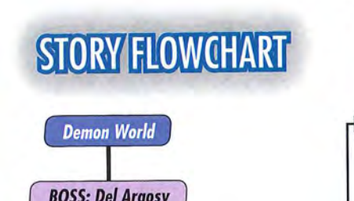
RAPTOR KING
HP 9150 | WEAK VS. None
DROP None

STORY FLOWCHART

- Demon World
- BOSS: Del Argosy
- Astral City
- BOSS: Arachmene
- Force Swords acquired
- PA104 Ashlay, Eryss at Tropp
- Demon World
- Space-Time Laboratory

ENTERING THE DEMON WORLD

To enter the Demon World, travel to Silvalant City and speak to the Sailor in the southeast corner. Choose the option to sail to the deserted island.



The trip to the deserted island from Silvalant City costs nothing, except maybe your lives...

WARNING! Back-to-Back Battles!

Stock up on Resurrection Elixirs, Blackberries, and other recovery items before setting sail for the deserted island. The party is about to engage in two boss fights in a row!

BOSS FIGHT!

DEL ARGOSY

HP	57000
WEAK VS.	None
ITEM DROP	Gale Earring (100%)

None other than Joshua's and Mavelle's longtime foe—the Crimson Shield—awaits the party at the Demon World's entrance. Although he's a fairly straightforward opponent and doesn't inflict status ailments, his intense power and SFT attacks enable him to slice through several party members simultaneously. The ideal party should contain Ronyx and Millie or Joshua, along with Roddick and another melee fighter.



The best strategy is to position Del Argosy between your two fighters and strike him from both sides. Although he tends to slip out of a pinch fairly easily, continue to surround him throughout the battle. By incapacitating him with attacks from both sides, you give your healer and Ronyx enough time to cast their spells without danger.



ARACHMENE

HP	34950
WEAK VS.	Fire
ITEM DROP	None

Heeding Del Argosy's dying words, the party uses the Eye of Truth to return to Astral City to try to prevent the Archfiend's servant, Arachmene, from stealing the Bladeless Sword from Lias's mansion.



Against long-range targets, Arachmene deploys a spinning wind blade attack that proves truly devastating, reducing even a stout character's HP by 1000 or more. Her frontal defenses are also too strong to break through, even with the Guardbreak skill at level 10. The pincer strategy utilized in the previous battle also works wonders here. As she tries to defend the frontal attacks of your melee comrade, run behind her and attack from her flank. Arachmene proves most dangerous to close-range opponents, so beat down her HP quickly with repeated use of special arts or spells.



RETURN TO ANOTHER DIMENSION

Back in Astral City, the party acquires two **Force Swords** from Lord Lias. Outside of Customization, these are great weapons sure to help you get far in the coming stages.

Return to Silvalant City, sail back to the deserted island, and return to the Demon World. If you want to return to Roak, simply step on the glyph painted on the ground. Follow the northwest path to find a **Sweet Syrup**, then return and follow the east path through the rest of the area. At the next T-intersection, head north to grab an item, then return and go east again.



After defeating two powerful enemies, the twin Force Swords make nice rewards.



The glyph painted on the ground near the entrance point allows the party to return to Roak.

Head southeast from the next intersection to grab a **Green Beryl**, then backtrack and continue east. Explore the path to the north and collect a **Lavender**, a **Foot Insignia**, and eventually a **?WEAPON** in the chest east of the Space-Time Laboratory entrance that appraises as a **Metal Fang**.



The spiked knuckles called Metal Fang, located east of the Space-Time Lab entrance, are certainly worth the side trip.

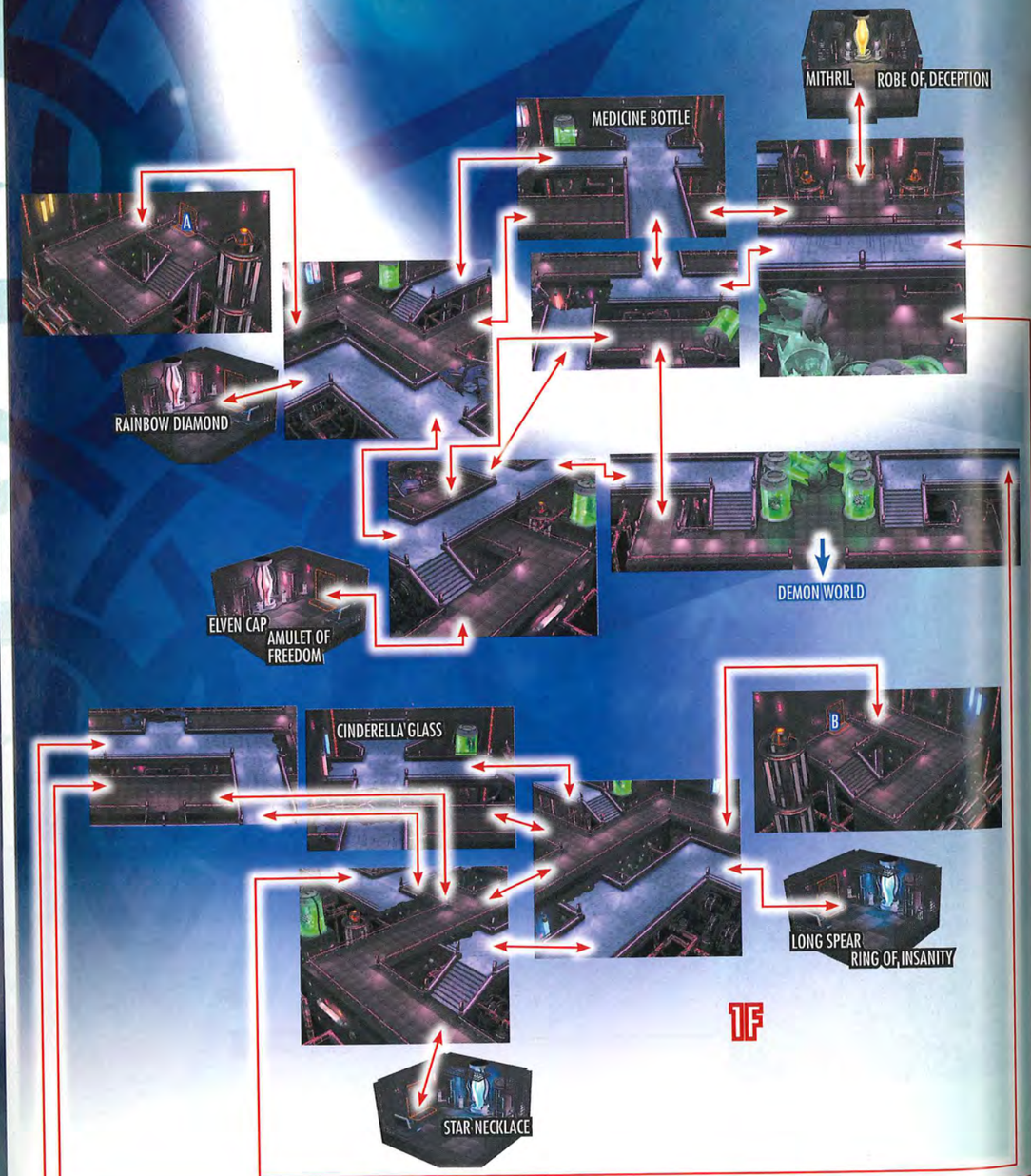
ENTERING THE SPACE-TIME LAB

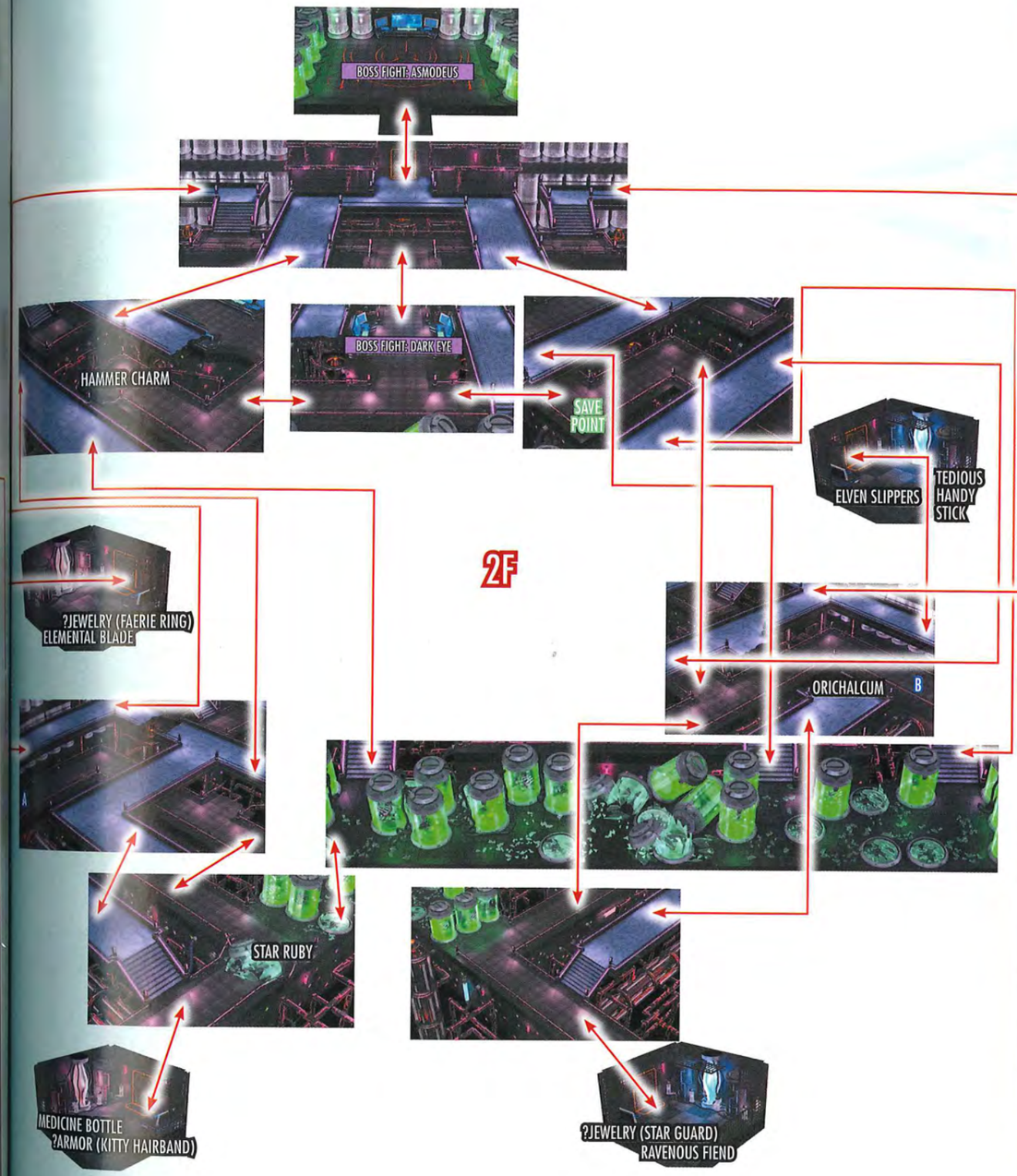


The Space-Time Lab proves to be a puzzle within itself, since such things seem out of place in a so-called Demon World.

If your party gets low on HP and MP, switch out with those waiting in the reserves before continuing. When you're ready, go back one area from the Metal Fang location and take the south option. After collecting the **?HERB** that turns out to be **Athelas** when appraised, go north to find a Save Point. Collect the remaining items in the areas surrounding the Save Point, then record your progress and go north to the Space-Time Laboratory entrance.

SPACE-TIME LABORATORY





ENEMY DATA

ANGEL KNIGHT
HP 9750 | WEAK VS. Dark
DROP Resurrection Mist (2%)

ASMODEUS (BOSS)
HP 57000 | WEAK VS. None
DROP Faerie Tear (20%)

ASPITEL
HP 7700 | WEAK VS. None
DROP None

DARK EYE (BOSS)
HP 49800 | WEAK VS. None
DROP Meteorite (20%)

DEATH CHARONA (BOSS)
HP 15400 | WEAK VS. None
DROP None

ENK
HP 1625 | WEAK VS. None
DROP None

OTIPH
HP 7100 | WEAK VS. Earth
DROP Medicine Bottle (10%)

SORCERER
HP 3550 | WEAK VS. None
DROP None

STORY FLOWCHART

- Space-Time Laboratory
- BOSS: Dark Eye (x2)
- BOSS: Asmodeus
- Fargett

MULTI-LEVEL LEVELS

Navigation in the Space-Time Laboratory is insanely complex, even to the point where following the maps in this guide can be confusing. As in the Purgatorium Inner Sanctum, there is an "upper platform" and a "lower platform" for each level (referred to throughout this text). Start off by following the lower platform to the west. The path eventually leads to a room where the party can pick up an **Elven Cap** and an **Amulet of Freedom**. Backtrack one area, and go upstairs. Follow the northwest path to find a room containing a **Rainbow Diamond**.



Roddick is following the "lower platform" in this screenshot. The "upper platform" is the raised, bluish platform above him.



Take the stairs at this juncture to reach the northwest room and two items.

Return to the entrance, ascend the east stairs, and follow the upper platform to the east. The party will travel through several sections until they reach a north area where a chest contains a **Medicine Bottle**. Head west from there and descend the stairs. Go northwest along the lower platform to the next room and go upstairs to 2F.



Ascending the stairs in this area is considered going to the actual level 2F.

Eliminate Sorcerers Quickly!

Sorcerers within enemy parties cast dangerous spells that reduce everyone's HP by large amounts simultaneously. Guide your melee fighters toward Sorcerers and eliminate them quickly to lower the threat.



ROUTES UP TO 2F

Follow the lower path on 2F to find a chest containing a **Star Ruby**. Step over the broken specimen tank into the next area and take the north stairs to the upper platform. This route eventually leads to a side room containing a **Medicine Bottle** and a **?ARMOR** that a skilled party member can appraise to be a **Kitty Hairband** for Pericci.



Cross the smashed specimen tank to reach the next area.

DARK EYE (X2)

HP 49800
WEAK VS. None
ITEM DROP ?MINERAL (Meteorite) (20%)

DEATH CHARONA (X2)

HP 15400
WEAK VS. None
ITEM DROP None

Although the Dark Eyes can petrify allies and heal their own comrades, the Death Charonas must be eliminated as quickly as possible to prevent their devastating target-all spells. Once this is accomplished, the Dark Eyes are fairly easy to take down using a barrage of attacks, as long as you keep everyone fluid by curing stone status with Medicine Bottles.



Following the battle, it is strongly recommended that you return to the previous Save Point and save your data. Then, return to the area where this battle took place and continue north.



BOSS FIGHT!

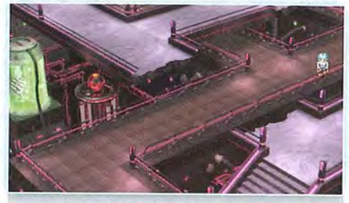
Return to level 1F and follow the lower platform east to reach a red door. The room beyond the red door contains a **Robe of Deception** and **Mithril.** Although the bridge is blocking your view, you can head south beneath it.



The path leads underneath the upper platform, although it's hard to see.

Continue through several areas until you come to a T-intersection. First, head southeast to find a room containing a **Star Necklace**. Return to the previous area and go up the stairs to the east. This upper platform leads to a room containing a **Long Spear** and a **Ring of Insanity**.

Now return to the lower platform and follow it over to the exit to the northeast. At the next complex intersection, head up the stairs and follow the upper platform to a chest containing a **Cinderella Glass**. Backtrack to the previous area and follow the lower platform southeast to a stairwell leading up to 2F.



Head southwest from this area to find items, then return to this area and go northeast.



Was the damage in the Space-Time Lab caused by a deranged scientist, or did the lab somehow crash here?

NAVIGATE TO THE CENTER

Move along the lower platform until you reach an intersection; go northwest first to find a Save Point. Next, return to the south area. Go southwest and follow the lower platform into a room containing a **?JEWELRY** that appraises as a **Star Guard** and Ronyx's **Ravenous Fiend** spell. Return to the previous area and follow the upper platform to the northeast to obtain **Orichalcum**.

Return to the Save Point, record your new progress, then continue northeast. Head west across the bottom of the next area to reach a chest containing a **Hammer Charm**, then return and go north to learn a little more about this facility—and accidentally confront a boss!



The Ravenous Fiend spell is Ronyx's most devastating, delivering area damage followed by additional damage to every enemy.



Cross the bottom of the area before venturing up through the center, or else the party will hit the boss before obtaining a nearby item.

ROUNDABOUT TO ASMODEUS

After defeating the Dark Eyes and Death Charonas, head north and go west. The upper platform eventually leads to a room where the party can procure an **Elemental Blade** and **?JEWELRY**, which can be appraised to become a **Faerie Ring**. Return to the center of the stage and explore to the east.



The boss is in the room at the top, but how do you get up there?

Upon reaching a new area to the east, go southeast to enter a room containing a **Tedious Handy Stick** for Welch and **Elven Slippers**. Exit the room and follow the upper platform southwest to the room with the smashed specimen tanks. Next, head west and go up the stairs.

Continue to follow the upper platform until the party reaches the raised door at the north end of 2F. Go through the door to confront the Archfiend, Asmodeus.



Go from one staircase to the other on the east side of the smashed specimen tank area.



Use items to bring the entire party up to full health and MP before proceeding through the north red door.



ASMODEUS

HP	57000
WEAK VS.	None
ITEM DROP	Faerie Tear (20%)

Prepare for this climactic confrontation by moving a healer, Ronyx, and your two strongest melee fighters into the party. Equip as many characters as possible with an Earring of Readiness, Damascus, Orichalcum, Rune Metal, a Star Ruby, or any other accessory that reduces dark damage.



The Archfiend's Shadow Flare spell inflicts massive damage to anyone not wearing an accessory that lowers dark elemental damage. Otherwise, if you can pin him between two strong melee fighters, he should go down without many problems.

BOSS FIGHT!



SAFE HOUSE



ITEM SHOP (RESISTANCE SOLDIER)

ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Medicine Bottle	300
Resurrection Elixir	500
Magic Canvas	300
Magic Clay	300
Fountain Pen	180
Feather Pen	20
Conductor Baton	100
Premium Paper	150
Magic Camera	2000
Magic Film	300
Mechanic's Toolbox	1200
Smith's Hammer	600
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Eggs and Dairy	20
Top Quality Tuna	9000
Marenne Oysters	12000
Magic Rice	5000
Organic Vegetables	4000
Sweet Fruit	2000

ITEM	FOL
Sirloin	7200
Creamy Cheese	3600
Gelatinous Slime	100
Wobbly Slime	100
Ingredients of Yarma	100000
Root Beer	300
Bloody Driver	300
Fire in the Sky	900
Luxury Grape Juice	282500
Rose Hip	230
Mandrake	80
Artemis Leaf	320
Wolfsbane	150
Lavender	35
Athelas	800
Sweet Syrup	200
Witch Powder	500
Potion of Might	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Pet Food	10
Ruby	600
Sapphire	600
Green Beryl	2000
Crystal	2000
Diamond	3000
Silver	300
Gold	300

ITEM	FOL
Iron	150
Spectacles	10
Lezard Flask	40000
Beret	30000
Keen Kitchen Knife	4000
Music Editor	100000
Magical Rasp	100000
Harmonica	800
Pipe Organ	5000
Lyre	12000
Cembalo	16000
Violin	50000
Piano	80000
Mystical Shamisen	100000
Silver Trumpet	300000
Walloon Sword	4000
Flamberge	7100
Baselard	2500
Crested Rod	3000
Cestus	4500
Spear	4000
Crossbow	3000
Crescent Orb	12000
Playful Handy Stick	4000
Santa's Boots	4500000
Tri-Emblem	8000765
Jewel of the Frog	100000

COZY AND CRAMPED

Learning that forces from the planet Fargett were responsible for the outbreak on Roak, the heroes set out to stop Fargett's evil dictator from attempting an invasion of alliance space.

Teleporting down to the planet, the heroes find themselves in the middle of an ongoing civil war between rebels and the totalitarian forces of Jie Revorse. The rebels lead the heroes to their secret safe house.



The forces of Revorse kidnap several members for a short time.



Speak to the folks in the top corner if you have yet to fill out your skill list.

The safe house serves as the only "town" on Fargett, complete with a merchant who sells just about anything you could want, a person who sells skill sets of every level, and another person who *explains* every skill set. The resistance soldiers are too savvy to get pickpocketed by some teens from a faraway world, so don't even bother trying! The second room features cots where the party can pay to rest. Use the safe house as your base of operations while exploring Fargett.



The merchant against the north wall in the first area sells lots of items.



Talk to the man near the beds to let the party rest. But even rebel comforts have a price.

STORY FLOWCHART



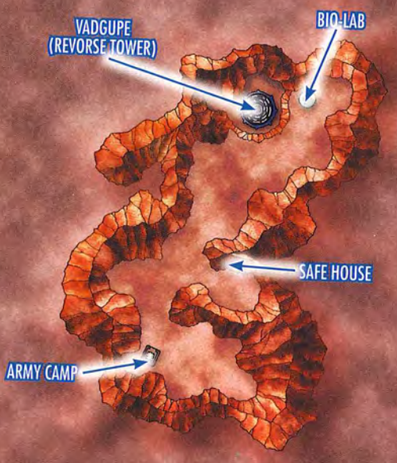
RESCUE OPERATION

When you're finished meeting the denizens of the safe house, exit and head south toward the army camp, located just a few clicks southwest of the cave.



The army camp is the small, dark gray building just southwest of the resistance base.

FARGETT



ENEMY DATA

BLACK SLIME
HP 12450 WEAK VS. None
DROP Bitter Lotion (10%), Sweet Syrup (10%)

GUNNER L2
HP 14250 WEAK VS. None
DROP None

JAGUAR SPIRIT
HP 8900 WEAK VS. Dark
DROP None

GEBURAH PHOENIX
HP 13350 WEAK VS. None
DROP None

SZK
HP 2375 WEAK VS. None
DROP None

Time for a Little Exercise

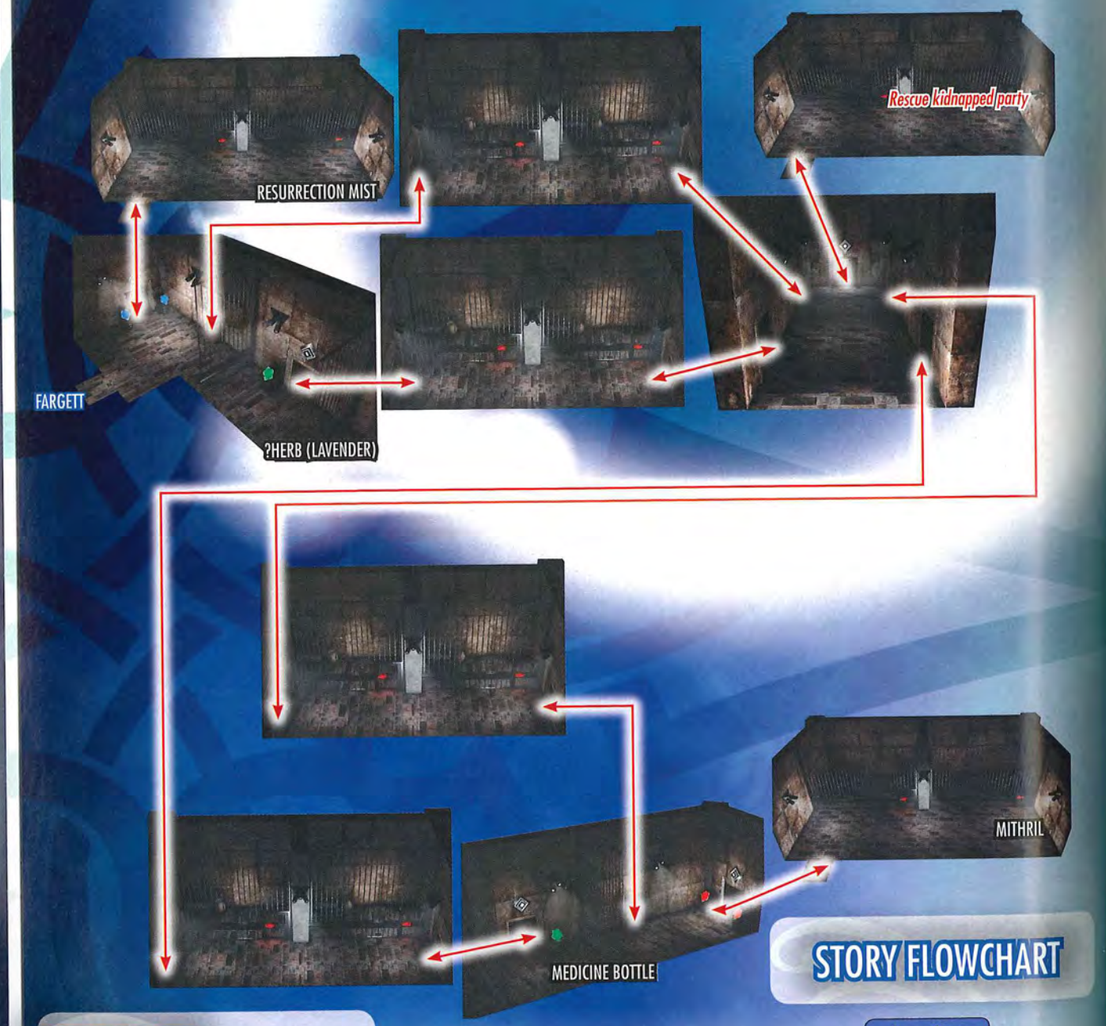
Again, a noticeable increase occurs in the difficulty of random battles. It may be worthwhile to spend a little time wandering just outside the safe house entrance (resting when needed) leveling up your characters in preparation for the tough battles to come. But note that several enemies on Fargett are capable of nearly defeating characters with a single attack—regardless of the character's level—and no amount of leveling up can prevent this!



Bunny Stowaway!

If you procured the Bunny Whistle on long ago Roak, you can use it to cross the Fargett World Map. However, missing random battle may prevent your party from proper preparation as noted elsewhere.

ARMY CAMP



ENEMY DATA

ASPITEL MK2

HP	10300	WEAK VS.	None
DROP	None		



BOK

HP	2575	WEAK VS.	None
DROP	None		

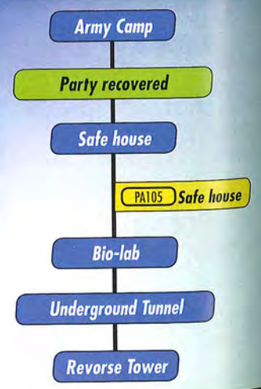


GUNNER L3

HP	16650	WEAK VS.	None
DROP	None		



STORY FLOWCHART



BREAKOUT!

The army camp where Millie and the others are held captive is located just southwest of the resistance safe house. Inside the entrance, push the two blue switches next to the northwest door to open it; inside is a chest containing a **Resurrection Mist**. Return to the entrance and enter the northeast door.



Push the two blue switches to open the door

Continue to the "central corridor," a passage with five doors. Head south (toward the screen) and use the southwest door. Follow this passage through the cellblock back to the entrance, inside the caged area. Collect **Lavender** from the nearby chest (as determined by Appraising) and push the green switch in this area.



The green switch is one of two you must press to open the area where your missing party members are being held prisoner.

Return to the central corridor but this time, go through the northeast door and through the cellblock. In the divided room, press the two red switches beside the northeast door to open it. Collect the **Mithril** from inside the room and return to the central corridor.



The top door in the central corridor leads to where your mates are being held. But where's that other green switch?

Finally, go through the southeast door in the central corridor. Next, walk through the cellblock into the bottom portion of the divided room. Open the chest for a **Medicine Bottle** and press the green switch to open the doors at the north end of the central corridor.



Pressing the second green switch opens the doors at the north end of the central corridor.



Enter the north holding area to be reunited with your kidnapped chums.

A LITTLE REVORSE BACKGROUND

The party returns to the safe house for a briefing with the resistance leader, Yvena. After the initial scene, speak to Yvena again to trigger an additional cut scene to find out more about your enemy.



Yvena has lots of information about Jie Revorse and his cruel domination of the planet.

BIO-LAB



OVERGROWN SHRINE

Set out across Fargett, heading northwest from the safe house. The capital city of Vadgupe and the Revorse Tower pass by to the west as you proceed. Just north of the capital is the bio-lab.

In the exterior area, proceed up the central path until the heroes reappear inside. If you like, approach the central statue to view an optional cut scene. Move to the ladder in the west corner of the room and select the option to descend in the Underground Tunnel.

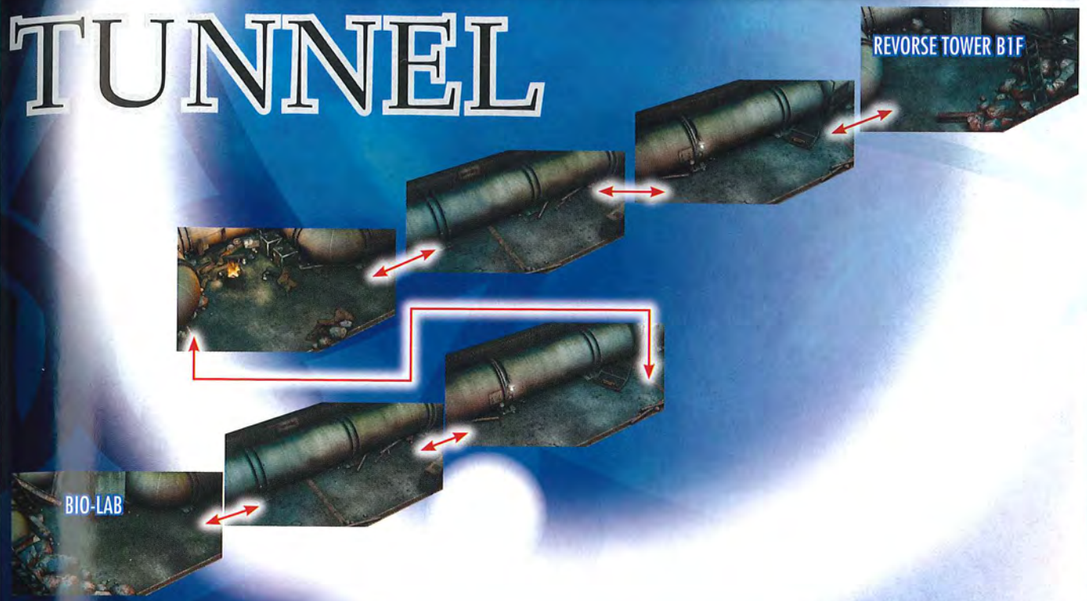


The bio-lab is the much smaller dome to the north of the sunken capital.



The central statue triggers a cut scene. Use the ladder in the corner to continue toward the Revorse Tower.

UNDERGROUND TUNNEL



ENEMY DATA

ASPITEL MK2

HP	10300	WEAK VS.	None
DROP	None		

BOK

HP	2575	WEAK VS.	None
DROP	None		

GUNNER L3

HP	16650	WEAK VS.	None
DROP	None		

SLUM DEPTHS

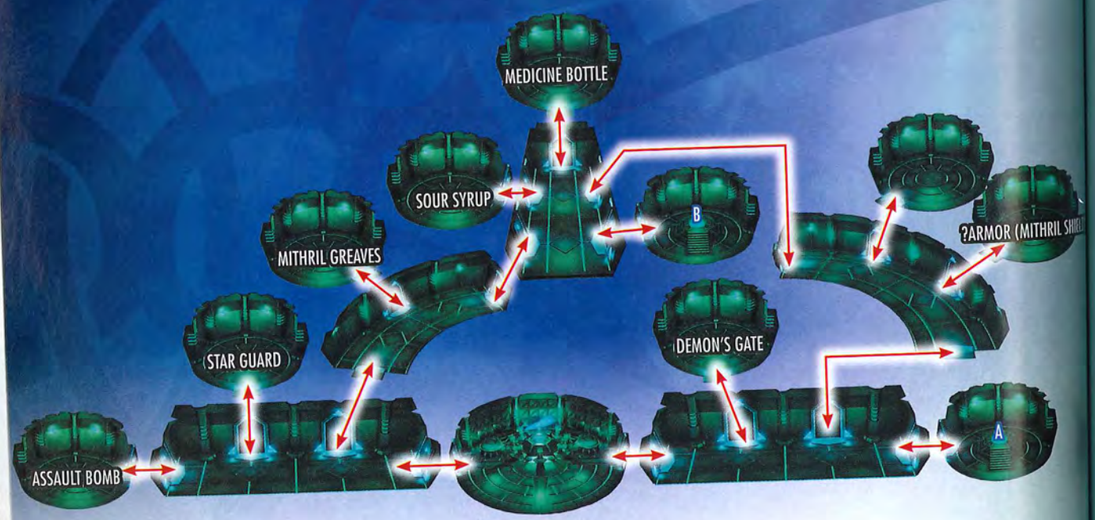
The underground tunnel leading into the Revorse Tower is essentially a straight path. The party encounters some unfortunate residents in the fourth segment; none of these NPCs have anything to pickpocket, so suppress your urges. Continue to the end of the tunnel and climb up the ladder.

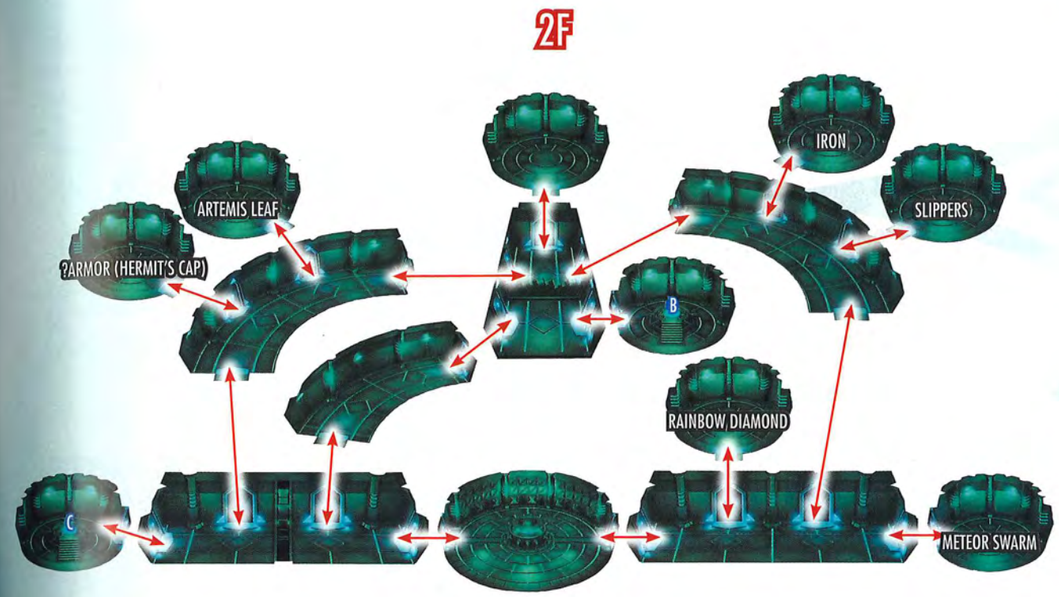


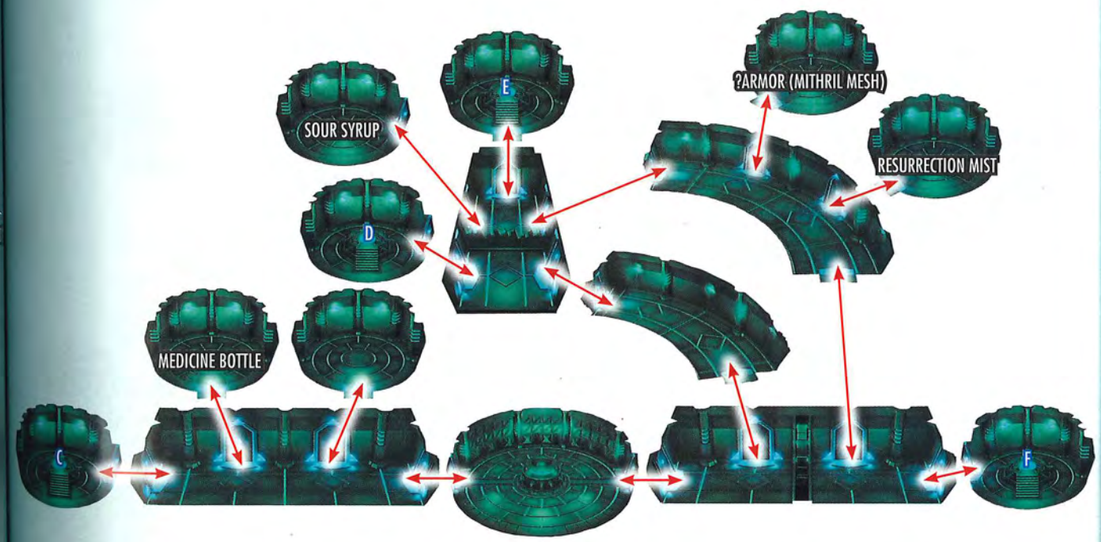
Other than a few homeless and cantankerous robots, the Underground Tunnel is easy to navigate.

REVORSE TOWER









4F

5F

6F

9F

8F

7F

ENEMY DATA

ASPITEL MK3
HP 12700 WEAK VS. None
DROP None



DARK PHOENIX
HP 14500 WEAK VS. None
DROP None



DRAGON EYE
HP 23250 WEAK VS. None
DROP None



FATTY OOZE
HP 11900 WEAK VS. None
DROP Melt Potion (10%), Sweet Syrup (10%)



GUNNER L4
HP 20250 WEAK VS. None
DROP None



IGK
HP 2775 WEAK VS. None
DROP None



JIE REVORSE (BOSS)
HP 55500 WEAK VS. None None
DROP



LARVA WORM
HP 11900 WEAK VS. Earth
DROP Moonrock (8%)



NECROMANCER SPIRIT
HP 13500 WEAK VS. Light
DROP None



NEO REVORSE (BOSS
HP 94500 WEAK VS. None
DROP None



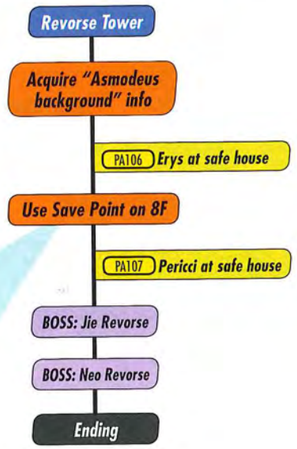
PUMA SPIRIT
HP 12700 WEAK VS. Dark
DROP None



STAR SERAPHIM
HP 14500 WEAK VS. Dark
DROP Resurrection Mist (2%)



STORY FLOWCHART



THE MANY-LEVELED BEAST

The Revorse Tower is comprised of nine highly advanced levels, populated with some of the strongest enemies in the game. The maps in this section can be somewhat bewildering to the eye, however, navigating the Revorse Tower is somewhat linear.



The party emerges from a floor hatch in the Revorse Tower.

The heroes emerge from a floor hatch on level B1. The door to the north leads to a teleport pad; step on it to escape to the bio-lab. Doing so activates a teleporter in the bio-lab lobby. Using this, the party can reenter the tower without re-navigating the underground tunnel.

Proceed south from the entrance to find a large, circular room. Dividers cut off the bottom half of the room. However, the dividers can be removed by using the Save Point on 8F and by teleporting back to this level from a teleporter on 7F.



The teleporter just north of the entrance hatch transmits the party back to the bio-lab, serving as a shortcut back to the World Map.



The dividers in this room can be removed by reaching 8F.

Continue east from the divided room until you locate another teleport pad that takes the party to 1F. This is the only level in the tower that allows for free exploration. Visit all of the rooms and collect the numerous items, or head directly for the next teleporter to 2F, located just off the north central corridor.



Various side rooms throughout the stage contain great items and equipment.

Most of the corridors on 2F are divided, creating a somewhat spiral path through the level to reach the next teleporter to the southwest. Visit all of the rooms in between and clean out the enemy's treasure stock.



Divided corridors create a more linear path through the upper levels.

CONNECTED FLOORS

3F and 4F are interconnected by several teleporters, forcing you to explore sections of both levels at a time. Be sure to use the Save Point on 4F, since the next one is another four floors away!

Levels 5F and 6F are even more interconnected by their many teleporters. Apart from a few side rooms containing treasure, though, the path is again linear enough to avoid getting lost.



Save your game in the lower central room on 4F.

Upon reaching 7F, head north and use the final Save Point to record your progress. Doing so unlocks the Voice Gallery feature in the title menu, wherein you can play back several characters' voice tracks. More characters are added depending on those that remain in your party for the final battle.



The guiding principal of exploration is that if you see a door, use it.



Use of the final Save Point unlocks additional functions.

ACCESS TO THE ORACLE ROOM

After saving, return to the teleporter room and continue through the south doorway to find another pad. Stepping on this pad transports the party back to the bottom of the tower. Head east to the central room to find that the dividers are now removed. You can leave the tower by teleporting back to the bio-lab from the north pad.



With the dividers removed on B1, head south to access the Oracle Room.



The Oracle Room features extra areas and challenges to partake in before facing the final boss.

The south exit from the central room leads to yet another teleporter. Stepping on this one transports the party to a strange place called the Oracle Room. The Oracle Room features a shop similar to the one at the safe house. The far east door in the Oracle Room leads to the Cave of the Seven Stars, an extra dungeon featuring 30 levels of additional enemies, items, and bosses. There's also a link back to the Labyrinth of Champions beneath Van Castle, where solving the moon door puzzle a different way unlocks access to a secret room. More details are contained in the *"Extra Quests"* chapter of this guide.

Regarding Endings

STAR OCEAN: First Departure features numerous endings based on the player's actions and character relationships formed during the game.

First off, if Millie, Ronyx and Ilia have a good relationship, then the characters from the past depart. If Cyuss is in the party and his relations with Roddick are good, then he challenges Roddick to a final duel. The ensuing battle is non-essential, and winning or losing changes nothing but Cyuss' dialog afterward. Then epilogues featuring all the characters you recruited will play. "Couple endings" take place if the relationships have reached 9 or higher between the following sets of two characters: Ilia and Ronyx, Cyuss and Phia, Ioshua and Mavelle, Ioshua and Erys. The game then determines if Private Actions 88 and 91 occurred, whether the entire party's affection for Roddick is 9 or higher, and whether any three of Cyuss, Ashlay, Ioshua, Mavelle or Erys are in the party. If so, the player gets to view an additional "message" scene and an extended ending before the credit roll. After the credit roll, the "epilogue" plays. If three of the required characters are not in the party at the end, the game skips the "message" scene and an animated movie plays.

If the relations between Millie, Ronyx, and Ilia somehow decreased, then the ending skips directly to determining if Private Actions 88 and 91 occurred, and whether Ilia's affection score for Roddick is 9 or higher. If so, an extended ending of another type plays, but there is no epilogue after the credit roll. If none of these criteria are met, then the animated movie plays.

After the animated movie and the credit roll play, the game checks to see if Private Actions 88 and 91 took place and whether Ronyx and Ilia have affection scores of 9 or higher for each other. If so, then an additional "Ronyx epilogue" plays.



JIE REVORSE

HP	55500
WEAK VS.	None
ITEM DROP	None

The final party should include Millie and Ronyx for their spell casting abilities and your two strongest melee fighters. While Millie and Ronyx cast spells from the back line, have the melee fighters approach and attack Jie Revorse. The strategy is for the melee fighters to keep him distracted and/or stunned to reduce the number of times he casts some of his more devastating spells.



If Revorse KOs a character, he starts shooting red orbs. These are incredibly devastating, so resurrect a fallen character quickly. Revorse is strong against all elements, so the best special arts for melee fighters to employ are non-elemental ones, such as Double Slash, Omega Double Slash, and any special art augmented by the Four Beasts or Bagua SFTs. Most importantly, keep Revorse moving and keep him focused on the melee aspect of the battle.





NEO REVORSE

HP	94500
WEAK VS.	None
ITEM DROP	None

The final battle is a true test of endurance and your ability to manage item usage. The real threat here is that you may run out of MP-restoring items, leaving both Millie and Ronyx useless. Use Faerie Elixirs to keep spell casters working longer on fewer MP restoring items throughout the battle.



Otherwise, the strategy is much the same as the previous battle. Although Revorse strikes quickly with his wings and deflects many attacks, your melee fighters must move in close and engage him to reduce the number of times he uses his spells. If given enough time, Revorse singles out the closest character and casts a spell that inflicts either instant death or near death. Use Resurrection Mists to get allies back on their feet right away.



EXTRA QUESTS

STAR OCEAN: First Departure is a complex game with many layers. With so many side challenges to take on, it's no surprise that all of them had to be outlined in a separate chapter. This section focuses on the optional elements of the game, such as Private Actions, the Battle Arena in Tatroi, Puffy's Game, the Oracle Room, and the extra dungeon in the Cave of the Seven Stars.

PRIVATE ACTION

Private Actions are extra scenes that become available at each town and city, usually after certain main scenario events. When standing near a town or city where a Private Action may be available, the Private Action logo appears in the upper-right corner of the screen. Press the ● button at this moment to initiate a Private Action.



Press the ● button when the logo appears outside a town or city to initiate a Private Action.



During a Private Action, look for party members around town and speak to them to initiate extra scenes.

During a Private Action, the party splits up to explore the town and Roddick is left in the party alone. The other party members appear at various locations in town, and you can approach and converse with them. Doing so sometimes initiates bonus scenes between Roddick and that character. As a result, affection points are sometimes gained or lost depending on the player's choices. Also, there are certain items that can only be obtained by initiating a Private Action, or by activating a series of Private Actions in sequence. When the Private Action scene is finished, you must exit the town to trigger another one, if one is available.

This section provides some minor details about all 107 Private Actions, including when they become available. Each Private Action is titled according to the character(s) involved and the location where the Private Action occurs. Private Actions are also depicted in the main scenario timeline within the walkthrough, including callouts on the maps to indicate where the person(s) who initiates the Private Action stands. Between this section and the notes in the walkthrough, you should not miss any of the Private Actions.



Choices made during Private Actions sometimes cause increases and decreases in affection points between characters and Roddick, or between two other party members.

If at First You Don't Succeed...

If you enter a location expecting to see one Private Action but instead see a different one, leave town and initiate another Private Action. Repeat this until you view the one you're after.

PA 01
Ilia in Haute Item Shop

1. "Find clothes for Ilia" event occurred.
2. "Lias assassination attempt" event has not occurred.

Speak to Ilia in the center of town for a preview of Millie's and Ronyx's whereabouts.



PA 02
Ilia in Haute Item Shop

1. "Accepted Badam's mission" event occurred.
2. Millie is not in the party.

Necessary for PA18, PA21, PA22

AP NEW EARRINGS

CHOICES
"How about I buy them for you?"
Ilia +1 for Roddick
"I bet they'd look great on you."
Ilia +1 for Roddick
"They look pretty cheap to me."
Ilia -1 for Roddick

After accepting the mission from Badam, initiate a Private Action at Haute. Enter the Item Shop and find Ilia by the jewelry counter. During the conversation, three dialog options appear. The choice made scores affection points with Ilia for Roddick as indicated.



PA 03
Ilia and Cyuss, outside Haute Item Shop

1. "Completed Badam's mission" event occurred.
2. Cyuss is in the party.

AP THE OLD RACE

PRIVATE ACTION COMPLETE
Cyuss, Roddick +1 for each other

After permanently recruiting Cyuss into the party at Haute, exit town and initiate a Private Action. Speak to Cyuss or Ilia, who stand gazing at the mural outside the Item Shop.



PA 04
Ilia and Cyuss at Portmith Bar

1. "Completed Badam's mission" event occurred.
2. Cyuss is in the party.

AP BAR FIGHT

CHOICES
"Join in"
Cyuss +1 for Roddick
"Watch the action"
Ilia -1 for Roddick

Returning to Portmith after speaking to the Sailor at the docks about the pirates' hideout with Cyuss in the party, initiate a Private Action and speak to Cyuss in the bar. Watch him drink until three bottles appear on the table. Exit the bar, then return and speak to him again. Exit and re-enter to find Cyuss picking a fight with the other bar patrons. When given a choice, you can generate affection points with Cyuss or lose them with Ilia.



PA 05
Ashlay at Haute, near Master

1. Ashlay is in the party.

Ashlay makes fun of the scam artist's flimsy weaponry.

PA 06
Ashlay at Autanim, southwest area

1. Ashlay is in the party.

The hero of the Demonic Wars gives advice to an aspiring swordswoman.

PA 07
Ashlay at Tatroi, Speaking to Puffy

1. Ashlay is in the party.

Ashlay speaks to "choose-your-own-adventure" master Puffy, whose comments offend the aging hero.

PA 08
Phia at Portmith Bar

1. "Phia's jailbreak" event occurred.
2. Phia is in the party.

Necessary for PA11

Phia scolds Cyuss for drinking all day and relates to him recent events in Astral City.

PA 09
Phia at Autanim Inn

1. "Phia's jailbreak" event occurred.
2. Phia is in the party.

Phia expresses despair at her recent dishonor. You may encourage her to increase affection points. The dialogue changes slightly if PA08 occurred previously.

AP BAR FIGHT

CHOICES
Encourage Phia
Phia, Roddick +1 for each other
Leave her alone
No affection points

PA 10
Cyuss in Tatroi Weapon Shop

1. "Darth Widow boss fight" event occurred.
2. Cyuss is in the party.

After the attempt on Lord Lias's life in Astral City, return to Tatroi and engage a Private Action. Speak to Cyuss at the Weapon Shop to trigger an event. Cyuss and Roddick overhear a rather embarrassing conversation...



PA 11
Phia in Tropp Bar

1. PA08 occurred.
2. Phia is in the party.

AP THE OLD RACE

CHOICES
Cheer up Phia
Phia -1 for Roddick
Ask her about Cyuss
Phia +1 for Roddick
Leave her alone
Phia -1 for Roddick

Phia tries to find solutions at the bottom of a bottle. Due to her contrary personality, the obvious choices aren't the best. Phia does not require kid gloves, so the best choice is to ask about her problems.

PA 12
Ioshua at Autanim Entrance

1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. Either Cyuss, Ashlay, or Phia is in the party.
4. Ioshua is in the party.

Necessary for PA70

AP NEVER SEEN A FEATHERFOLK BEFORE

CHOICES
"I better help!"
Ioshua +1 for Roddick
"I'll mess around a bit."
Ioshua, Cyuss, Ashlay, Phia -1 for Roddick

After the Celestial Ship crash event at Tropp, return to Autanim with Ioshua and either Ashlay, Cyuss, or Phia in the party and trigger a Private Action. Move a few steps north to begin a scene where curious children surround Ioshua. The choice made garners or loses affection points as shown.



PA 13
Ioshua at Tatroi Arena Entrance

1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. Ioshua is in the party.

AP WHAT IS STRENGTH?

CHOICES
"Because I want to protect others."
Ioshua +1 for Roddick
"Because I want to improve myself."
No effect
"Strength itself has no meaning."
Ioshua +1 for Roddick

After the Celestial Ship crash event at Tropp, return to Tatroi with Ioshua in the party to trigger a Private Action. Ioshua stands just inside the arena entrance. Speak to him to start a scene, during which the choice made affects Roddick's relations with Ioshua.



PA 14
Ioshua at Tatroi Town Entrance

1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. Ioshua is in the party.

Necessary for PA15

After viewing PA13, leave Tatroi and activate another Private Action. This time, Ioshua stands in the entrance area, across from Puffy. Speak to him to view one of two recollection scenes.



PA 15
Ioshua at Kraat Village Area

1. "Celestial Ship crash" event occurred.
2. "Featherfolk Reunion at Old Race Ruin" event has not occurred.
3. PA14 occurred.
4. Ioshua is in the party.

After viewing PA14, return to Kraat (either before or after visiting the Crash Site) and set in motion a Private Action. Find Ioshua standing near the middle of the village and speak to him.



PA 16
Millie at Kraat Village Area

1. Millie is in the party.

Millie stands near the south entrance of the village. Speak to her to engage a short scene wherein she relates a dream she had about Dorne.



PA 17
Millie and Ilia at Portmith Skill Guild

1. Millie is in the party.

Necessary for PA30

Speak to Millie inside the Skill Guild of Portmith to initiate a short scene.

PA 18
Millie and Ilia at Haute Item Shop

1. PA02 occurred, ending with Roddick giving Ilia a present.
2. Millie is in the party.

AP BLAME CYUSS

CHOICES
Cyuss is in the party
Millie -1 for Roddick, Cyuss & Roddick +1 for each other
Cyuss is not in the party
Millie -1 for Roddick

In a follow-up to PA02, Millie becomes jealous that Roddick gave a present to Ilia. The situation is -1 with Millie either way, but if Cyuss is in the party, the two become closer when the swordsman intervenes to help Roddick escape.



PA 19
Millie and Ilia at Haute Item Shop

1. PA02 did not occur.
2. Millie is in the party.

AP CHOOSE A GIRL

CHOICES
Buy Millie a present
Millie +1 for Roddick
Buy Ilia a present
Millie -1 for Roddick, Ilia -1 for Roddick
Make a snarky comment
Millie -1 for Roddick

This Private Action occurs inside the Haute Item Shop, but only if PA02 did not previously occur. With two girls in the party, Roddick must now decide for whom to buy a present. The surprise is that Ilia grows uncomfortable if Roddick tries to buy her a present in front of Millie. The only way to win is to buy a present for Roddick's childhood friend.

PA 20
Millie at Portmith, Outside Weapon Shop

1. Millie is in the party.

AP MILLIE'S SITUATION

CHOICES
First Choice
Millie +1 for Roddick
Second Choice
Millie -1 for Roddick

This extra Private Action between Roddick and Millie is an easy way to improve their relationship, regardless of what has transpired in other Private Actions.

PA 21
Millie, Ilia, and Cyuss or Ashlay at Autanim Pier

1. PA02 occurred, ending with Roddick giving Ilia a present.
2. Millie is in the party.

This Private Action merely serves as a continuation of the present-giving situation developing since PA02. Approach the trio on the pier to trigger a scene. Cyuss or Ashlay being in the party changes the dialog slightly.



PA 22
Ilia and Ronyx at Portmith Pier

1. PA02 occurred, ending with Roddick giving Ilia a present.
2. Millie and Ronyx are in the party.

AP RONYX'S JEALOUSY

SCENE OCCURRENCE
Ronyx -1 for Roddick

The fallout continues from Roddick giving Ilia a present when they were alone in Haute. Speaking to Ronyx about it at the Portmith pier lowers Ronyx's opinion of Roddick.

PA 23
Ilia, Ronyx, and Mavelle at Eckdart Overlook

1. Mavelle and Ronyx are in the party.

Speak to Ilia at the Eckdart overlook area to trigger this short scene about the mysterious newcomer to the party.

PA 24
Ronyx and Mavelle at Haute

1. Mavelle and Ronyx are in the party.

Speak to Ronyx or Mavelle in Haute to trigger a short scene. Ronyx is still obsessing over Fellpool tails, and then notices Mavelle doesn't have one.



PA 25
Mavelle at Autanim Market

1. Mavelle is in the party.

Necessary for PA84

Although this short scene between Mavelle and a local artist divulges little in itself, it sets the stage for another PA with Erys later in the game.



PA 26
Ioshua and Mavelle Inside Tatroi Arena Stadium

1. Mavelle and Ioshua are in the party.

AP IOSHUA'S DOUBTS

SCENE OCCURRENCE
Mavelle, Ioshua +1 for each other

Speak to Ioshua or Mavelle as they stand at the north end of the Tatroi Arena stadium area. This scene serves as a good way to lower Ioshua's distrust of Mavelle and raise their relationship toward viewing their "Couples Ending."

PA 27
Ilia and Ashlay at Tropp Bar

1. The party possesses 5000 Fol.
2. Ronyx and Ashlay are in the party.

AP DRINKING CONTEST

CHOICES
Ilia will win
Ilia +1 for Roddick
Ashlay will win
Ashlay +1 for Roddick

Ilia and Ashlay are engaged in a drinking contest in the Tropp Bar. Betting on who will win increases affection points either way; however, the winner is determined randomly. Roddick has a 50% chance to double his bet or lose 5000 Fol. The party must possess the necessary funds for this Private Action to be available.

PA 28
Mavelle at Eckdart Bridge

1. The party has not entered Demon World.
2. Ronyx is in the party.

Necessary for PA90

Find Mavelle, talking to a woman on the bridge at Eckdart, to trigger the first of two scenes regarding the whereabouts of the Crimson Shield.



PA 29
Ilia and Ronyx at Autanim in Front of Weapon Shop

1. Ronyx is in the party.

Approach Ilia and Ronyx outside the Weapon Shop in the north area of Autanim to trigger a scene. Ronyx gets a bit overzealous about a fish in the pond and jumps in after it.



PA 30
Millie and Ronyx at Kraat

1. PA17 previously occurred.
2. Millie and Ronyx are in the party.
3. Millie and Ilia have good relations.

This scene is a follow-up to the previous Private Action in Portmith.

PA 31
Millie and Ronyx at Kraat

1. Freed Pericci from the pirates' hideout.
2. Millie and Ronyx are in the party.
3. Seven characters or less in the party.

AP NAMING PERICCI

CHOICES:	
"How about Spot?"	No affection points.
"How about Pomga?"	Millie -1 for Roddick, Pericci -1 for Roddick
"How about PERICCI?"	Millie +1 for Roddick, Pericci +1 for Roddick
"How about Lumi?"	No affection points.

This is the Private Action where Pericci can be recruited into the party. To trigger this scene, you must have visited the pirates' hideout and released Pericci. You also must possess the Ocarina she dropped at Portmith. Speak to Millie, who is standing near a kitten. Choose to name the cat PERICCI, then try to move away. Let the kitty follow, and then return to its position. Stay in that spot and equip the Ocarina. Press the ⊗ button to use it and make Pericci join the party.



PA 32
Millie and Ilia at Haute

1. Millie, Ronyx, and Mavelle are in the party.

Necessary for PA88

With Millie, Ronyx, and Mavelle in the party, return to Haute for a Private Action and speak to Millie or Ilia on the upper bridge. This is the first in a series of three Private Actions that greatly affect the relationship between Ronyx and Ilia and may even unlock an additional ending.



PA 33
Ronyx at Haute

1. Millie and Ronyx are in the party.

With Millie and Ronyx in the party, return to Haute and speak to Ronyx just below the food merchant. His obsession with Fellpool tails has gotten so bad that he makes a rather improper suggestion to Roddick.



PA 34
Pericci at Portmith Pier

1. Pericci is in the party.

After recruiting Pericci, return to Portmith and speak to her near the docks.

PA 35
Millie, Ronyx, and Ilia at Tropp Upper Square

1. Millie and Ronyx are in the party.

With Millie and Ronyx in the party, return to Tropp for a Private Action. Go north from the entrance to find Millie, Ilia, and Ronyx standing near the fountain talking about his newfound symbology. However, the situation quickly turns embarrassing for Ronyx.



PA 36
Millie and Mavelle at Portmith Upper Area

1. Millie and Mavelle are in the party.

AP WHO'S RIGHT?

CHOICES:
Side with Millie
Mavelle -1 for Roddick
Side with Mavelle
Millie -1 for Roddick

Return to Portmith and enter the upper area. Speak to Millie or Mavelle to trigger a scene. You must choose who is right and hurt someone's feelings.

PA 37
Millie and Mavelle at Tropp Entrance

1. Millie and Mavelle are in the party.

AP TRUE BEAUTY

CHOICES:
"Mavelle's right."
Millie +2 for Roddick, Mavelle +1 for Roddick
"It really doesn't suit you, Millie."
Millie -3 for Roddick, Mavelle -1 for Roddick

SPEAK TO MILLIE 5 TIMES AFTERWARD:
Millie +2 for Roddick

Upon initiating the Private Action at Tropp, Millie and Mavelle may be found standing near the entrance of town. Millie wants Mavelle to help her become a gorgeous woman. Mavelle is trying to reassure her that she's fine, but she also needs Roddick's convincing. Choose the top option, "Mavelle's right", to score points with Millie and Mavelle. Additionally, if you speak to Millie again five more times before leaving town, you'll score another 2 affection points with her.



PA 38
Millie and Pericci at Tropp Inn

1. Millie and Pericci are in the party.

Enter the combination Inn/Item Shop during a Private Action and find Millie and Pericci in the quarters on the upper level. They're telling secrets about Roddick, only Pericci doesn't seem too sure what a secret is.



PA 39
Millie at Tropp, Outside Bar

1. Millie and Ronyx are in the party.

Necessary for PA47

This is the first in a series of connected Private Actions involving Millie's concern for a maid in Tropp. The maid serves a flamboyant and arrogant man named Mazzoi, who chides her in public. Millie resolves to do something to help her out in the near future.



PA 40
T'nique at Kraat Inn

1. Van Emblem obtained.
2. T'nique is in the party.

AP T'NIQUE SLEEPS

CHOICES:
Tickle him
T'nique -1 for Roddick
Wonder what he dreams about
No affection points
Close his mouth
No affection points
Remove his glasses
T'nique +1 for Roddick

T'nique is napping at the Inn. Approach the bed and you'll have four choices. Removing his glasses is the only way to score affection points. After removing them, T'nique gets up and searches for them, bumping into furniture. Whether or not you give him his glasses does not change the overall affection.

PA 41
Phia and Ashlay at Portmith Bar

1. Van Emblem obtained.
2. Ashlay and Phia are in the party.

Speak to either character in the Portmith Bar to trigger a scene wherein Phia wants to know more about Ashlay.

PA 42
Phia Inside Autanim Inn

1. Van Emblem obtained.
2. Phia is in the party.

What occurs during this Private Action depends on whether Phia was rescued from jail. If so, she reveals Cyuss's reasons for leaving his father, Lord Lias. If Phia was recruited after the Van Emblem was obtained, then she merely peeks out from behind a curtain while Cyuss and Roddick talk about their reasons for traveling.

PA 43
Pericci, T'nique at Tropp Plaza

1. Van Emblem obtained.
2. Pericci and T'nique are in the party.

Necessary for PA44

This is the first in a series of three connected Private Actions. Enter the plaza to trigger this event automatically. T'nique asks Pericci to teach him more techniques.

PA 44
Cyuss, T'nique, and Pericci at Eckdart Retail Square

1. Van Emblem obtained.
2. PA43 previously occurred.
3. Pericci, Cyuss, and T'nique are in the party.

Necessary for PA95

T'nique shares the techniques he learned from Pericci with Cyuss, but onlookers get the wrong idea.

PA 45
T'nique at Eckdart Bridge

1. Van Emblem obtained.
2. T'nique is in the party.
3. Ashlay and Cyuss are not in the party.

T'nique attempts to carry an overload of liquor bottles as part of his training.

PA 46
Ioshua and Mavelle at Van City Entrance

1. Van Emblem obtained.
2. Ronyx, Ioshua, and Mavelle are in the party.

AP GOOD TIMING

COMPLETION OF SCENE
Ronyx +1 for Roddick
Ioshua +1 for Roddick
Mavelle +1 for Roddick

Ioshua gets serious about determining Mavelle's past. Following the scene, speak to Mavelle to lighten the mood and score some affection points.



PA 47
Millie at Ionis Food Shop

1. Van Emblem obtained.
2. Millie is in the party.
3. PA39 occurred.

Necessary for PA89

AP HELP THE MAID

CHOICE 1
"Ignore her."
Millie -1 for Roddick
"Talk to her."
No affection points

CHOICE 2
Give her Creamy Cheese
Millie +1 for Roddick
Don't give her Creamy Cheese
Millie -1 for Roddick

Try to have a Creamy Cheese item on hand before initiating this Private Action. Millie once again encounters the overworked maid, this time tasked with procuring Creamy Cheese. Millie wants Roddick to take action. If you choose to not talk to the maid, the event ends and Millie's affection for Roddick decreases. If you choose to talk to the maid but do not have Creamy Cheese on hand, the event ends but can be initiated again later. If you have the item on hand, the second choice appears. Give the Creamy Cheese to the maid to gain points with Millie. If you do not, then you won't receive any items during PA89. Creamy Cheese can be bought in Silvalant City, made with the Cooking specialty, and it can also be pickpocketed from several people in various towns, albeit not easily.



PA 48
Cyuss Inside Van City Skill Guild

1. Van Emblem obtained.
2. Cyuss is in the party.
3. At least 1000 Fol possessed.

AP CYUSS'S SHOPPING SPREE

CHOICES
Yes: Cyuss +1 for Roddick
No: Cyuss -1 for Roddick

Cyuss wants to do some shopping and asks to borrow 1000 Fol. If you agree, Cyuss takes the money and heads to the Weapon Shop. When you exit the town later, he hands over the items he bought:

- Silver Robe x2
- Sinclair
- Zweihander
- Plate Greaves x2
- Crossbow
- Plate Helmet
- Knight's Shield

At first, it may seem like Cyuss spent a lot of Fol on a bunch of useless pieces, given the late stage at which this Private Action occurs. But the fact is the total purchase value of these items is greater than 1000 Fol at any shop. And the combined sale value is more than 5450 Fol, not including increases gained from super specialties.



PA 49
Millie, Pericci, and Ioshua at Van City Common Area

1. Van Emblem obtained.
2. Millie, Pericci, and Ioshua are in the party.

Millie and Pericci have some devious plans to bring out Ioshua's feminine side.



PA 50
Ashlay at Van City Skill Guild

1. Van Emblem obtained.
2. Ashlay is in the party.

Necessary for PA103

AP TESTING THE APPRENTICE

CHOICE 1
First option
No affection points (Go to Choice 2)
Second option
No affection points (end event)
Third option
No affection points (end event)

CHOICE 2
First option
No affection points (end event)
Second option
No affection points (Go to Choice 3)
Third option
Ashlay +3 for Roddick

CHOICE 3
Yes: Ashlay -3 for Roddick
No: Ashlay +1 for Roddick

This Private Action with Ashlay is crucial to your relationship with him, plus it's the next step toward obtaining the Wyrm King SFT for Roddick. Speak to Ashlay in the Skill Guild and make the appropriate choices to garner affection points. The first choice doesn't change the overall affection. Select the first option to proceed to the next choice. In the second choice, choose the third option to raise Ashlay's affection for Roddick by 3 and end the event. Choosing the second option leads to the third choice. However, in the third choice, selecting the first option causes Roddick to lose 3 affection points with Ashlay, whereas the second option only adds one. Therefore, the best option is to end the conversation in the second round to gain the most affection points.

PA 51
Millie at Durss North Area

1. Van Emblem obtained.
2. Have not returned to Van Castle with all four emblems.
3. Millie is in the party.

Proceed to the north area during a Private Action at Durss and speak to Millie or Remia, the little girl making snowmen. With your help, Remia can make an entire line of them!



PA 52
Pericci at Muah Castle Entrance

1. Muah Emblem obtained.
2. Pericci is in the party.

Necessary for PA53

AP PERICCI'S FRIEND, PT. 1

CHOICES
"That doesn't enter the equation"
Pericci -1 for Roddick
"Oh, well… Let's give it a shot"
Pericci +1 for Roddick

This is the first of two Private Actions involving Pericci that is required to obtain the Bunny Whistle. After receiving the Muah Emblem, return to Portmith for a Private Action when Pericci is in the party. Roddick encounters Pericci outside Muah Castle's entrance, wanting to go inside. Choose the second option to foster affection points with Pericci and continue the scene. Afterwards, you should return to Haute immediately to activate PA53.



PA 53
Pericci in Haute

1. PA52 occurred.

AP PERICCI'S FRIEND, PT. 2

COMPLETION
Pericci +1 for Roddick

Speak to Pericci outside the Item Shop in Haute to initiate a scene. Pericci goes inside and awakens her friend, who happens to be the "statue" Roddick, Ilia, and Cyuss delivered to Badam. Although Badam still tries to collect on his investment, he can only watch helplessly as it hops away with Roddick. The party then receives the Bunny Whistle. Use this item while on the World Map to ride at double speed without random encounters!



PA 54
Welch at Kraat

1. Welch is in the party.
Necessary for PA80

Welch takes a snooze on someone's lawn in Kraat. During the scene, the choices offered do not change any affection points.

PA 55
Welch by the Fanfic Girls at Autanim

1. Welch is in the party.

Mystery-girl Welch holds a great deal of pull with the young ladies selling the fanfics outside the Weapon Shop in Autanim. Perhaps she gets her peculiar personality from reading too many mangas?

PA 56
Welch at Tropp Plaza

1. Welch is in the party.
Necessary for PA58, PA94

AP WELCH'S LOVE POTION

CHOICES
Don't be her test subject
No affection points
Let her demonstrate on Roddick
Welch +1 for Roddick

Roddick finds Welch trying experimental love potions in Tropp's main plaza. Unless you choose the second option to become a guinea pig, Welch demonstrates on one of the other males in the party. Since opportunities to bond with Welch are few and far between outside of boss fights, man up and choose to be her subject.

PA 57
Welch at Eckdart Entrance

1. Welch is in the party.

Initiate this Private Action at Eckdart after recruiting Welch in the party for a revealing scene.

PA 58
Cyuss, Pericci, T'nique, and Welch at Eckdart Residential Area

1. Cyuss, Pericci, T'nique, and Welch in the party.
2. PA56 occurred.

Welch is a mysterious character who only reveals bits and pieces of her personality and history under very specific conditions, such as when certain other characters are around. Here, she continues to aggravate more party members with her mysterious ways.

PA 59
Welch at Ionis Plaza

1. Welch is in the party.
2. PA91 has not occurred.
Necessary for PA63

Welch's reign of mischief continues as another one of her schemes upsets Ilia and Ronyx.

PA 60
Welch at Ionis Alleyway

1. Welch is in the party.

Roddick finds Welch sulking in the alleyway.

PA 61
Welch at Ionis Weapon Shop

1. Welch is in the party.

Ilia becomes keen to Welch's out-of-this-world fashion.

PA 62
Welch at Van City Entrance

1. Welch is in the party.

Welch enjoys the ambiance of Van City.

PA 63
Welch at Tatroi Central Passage

1. Cyuss, Phia, Welch in the party.
2. PA59 has occurred.

Welch mystifies Phia with her bizarre riddles and clues.

PA 64
Ioshua at Silvalant Castle North Corridor

1. Silvalant Emblem has been obtained.
2. "Featherfolk Reunion at Old Race Ruins" event has not occurred.
3. Ioshua is in the party.

Head to the back hallway of Silvalant Castle, where Ioshua learns about the story of a young Featherfolk girl who attacked the castle.

PA 65
Mavelle at Silvalant Castle Foyer

1. Silvalant Emblem has been obtained.
2. "Entrance to Demon World" event has not occurred.
3. Mavelle is in the party.

Mavelle is overheard seeking information about the staff at Silvalant Castle.

PA 66
Millie at Silvalant Castle Plaza

1. Silvalant Emblem has been obtained.

AP CATS OR DOGS?

ACTIONS
Talk to Millie after all other members
Millie +1 for Roddick
Leave without talking to party
Millie -1 for Roddick

Millie wants to know whether the party likes cats or dogs better. Talk to Millie in the plaza, and she eventually asks if you prefer cats or dogs. Choosing dogs over cats causes Millie to look upset. Either way, she then asks you to talk to the rest of the party. You can then approach and speak to the surrounding party members in the area before returning to Millie with the results. However, if you leave the plaza without talking to all of the party members, Millie becomes angry and loses affection for Roddick.

PA 67
Millie at Silvalant Market

1. Silvalant Emblem has been obtained.
2. Millie joined the party at Eckdart.
3. Millie and Roddick have affection level 9 or higher.

AP I MADE THIS FOR YOU!

COMPLETION
Millie, Roddick +1 for each other

Stumbling upon Millie at the central marketplace in Silvalant City, Roddick finds her trying to pick something out. If you speak to her, she doesn't seem much interested in talking. However, if you try to walk away afterward, she calls out to Roddick and gives him the Good Luck Charm. This is a great accessory that you can only receive if Millie is in the party and her affection is high.

PA 68
Phia at Silvalant City Northeast Street

1. Silvalant Emblem has been obtained.
2. Phia is in the party.
3. "Phia's jailbreak" event has not occurred.
Necessary for PA79

AP STAND UP FOR PHIA

COMPLETION
Cyuss is in the party
Cyuss, Phia, +1 for each other

As a kind of sequel to PA10, Roddick overhears two Silvalant soldiers drooling over Phia. But Phia overhears this time, causing Cyuss to step in if he is in the party. This scene results in a greater bond between the two.

PA 69
Erys at Silvalant City Bar

1. Erys is in the party.

AP MAVELLE'S MEMORY

COMPLETION
Millie +1 for Roddick
Erys +1 for Roddick

This short scene becomes available during the Private Action at Silvalant after Erys joins the party at the Old Race Ruin. Approaching her and Millie inside the Bar causes her to talk about Mavelle's memories and increases affection all around.

PA 70
Erys at Autanim Entrance

1. Erys is in the party.
2. PA12 occurred.

AP CURIOUS CHILDREN

CHOICES
Help her
Erys +1 for Roddick
Make fun of her
Ashlay -1 for Roddick

This event echoes the previous one in Autanim, where Ioshua was surrounded by a group of curious children. Help disperse the crowd to foster affection with Erys. If not, Ashlay must step in and he loses patience with Roddick as a result.

PA 71
Erys at Eckdart Entrance

1. Erys is in the party.

Approach Erys near the Eckdart entrance to trigger a short scene with her.

PA 72
Erys at Ionis Entrance

1. Erys is in the party.

AP ANGRY MOB

CHOICES
Help her
Erys +1 for Roddick
Watch what happens
Ioshua, Erys +1 for each other, Erys -1 for Roddick

Initiating the Private Action at Ionis triggers a scene where a crowd surrounds Erys, still believing her to be an assassin. This time if you choose to save her she fosters affection for Roddick, but the scene is cut short. If you merely watch what happens, things become interesting, as Ioshua steps in and displays quite a bit of power. With this option, the relations between Ioshua and his sister increase, which is probably even better.

PA 73
Erys at Ionis Alley

1. Erys is in the party.

AP LEGACY OF DEATH

COMPLETION
Ioshua -1 for Roddick
Erys +1 for Roddick

Speak to Erys when she stands alone in the alleyway. The past may be good for her to remember, but it is too much for Ioshua.

PA 74
Erys at Van City Waterside Area

1. Erys is in the party.

Find Erys at the area in Van City where a Mind Bomb is located in a chest. At this location, you can view a scene between her and a symbologist.

PA 75
Erys in Van City Street Area

1. Erys is in the party.

AP PINK FLOWERS

CHOICES
Wonder what to say
Millie -1 for Roddick
Compliment her
Millie +1 for Roddick

During the scene in the little raised square, choose the second option to increase Millie's feelings for Roddick.

PA 76
Ioshua at Van City Entrance

1. "Featherfolk Reunion" event occurred.
2. Mavelle is not in the party.

This painful scene serves as a requiem for the Featherfolk Reunion scene that takes place on the lowest level of the Old Race Ruin. Ioshua is overcome with his grief.

PA 77
T'nique at Kraat

1. Not all emblems acquired.
2. Must have Salt Rice Ball in possession.
3. T'nique is in the party.

AP RICE BALL STUFFING

CHOICES
Use a stuffing
T'nique -1 for Roddick
No stuffing
T'nique +3 for Roddick

This event only occurs during a Private Action at Kraat if T'nique is in the party and a Salt Rice Ball is in the item inventory. Try to make this item with the Cooking specialty to make this event occur. Speak to T'nique near the center of the village, where he is stuffing his face with rice balls. When T'nique asks Roddick what kind of filling he would put into a rice ball, choose the second option to score major affection points with him. T'nique prefers his rice balls sans stuffing and becomes angry if you choose a filling.

PA 78
Pericci at Kraat

1. Not all emblems acquired.
2. PA66 occurred.
3. Pericci is in the party.

AP PERICCI'S POUT

COMPLETION:
Pericci -1 for Roddick

Since Pericci has a fit with Roddick in this Private Action, it is best avoided.

PA 79
Phia at Kraat

1. Not all emblems acquired.
2. PA68 occurred.
3. Phia is in the party.

Phia finally gets the drooling soldiers under control.

PA 80
Welch in Haute

1. Not all emblems acquired.
2. PA54 occurred.
3. Welch is in the party.

Welch decides to take another nap in a nice patch of grass.

PA 81
Millie Outside Portmith Weapon Shop

1. Not all emblems acquired.

AP TOGETHER

COMPLETION
Millie, Roddick +1 for each other

Talk to Millie in the alleyway to trigger a mutual bonding scene worth an additional affection point on both sides.

PA 82
Ronyx Outside Tatroi Item Shop

1. Not all emblems acquired.
2. Ashlay is in the party.
Necessary for PA94

Speak to Ronyx about his feelings for Ashlay.

PA 83
T'nique Outside Autanim Skill Guild

1. Not all emblems acquired.
2. T'nique is in the party.

AP WHAT IS T'NIQUE?

CHOICES
He's a wolf
T'nique +1 for Roddick
He's a dog
T'nique -1 for Roddick

A child witnesses T'nique's transformation, but mistakes him for a dog. Correct the child to score an affection point with T'nique.

PA 84
Erys Outside Autanim Item Shop

1. Not all emblems acquired.
2. PA25 occurred.
3. Erys is in the party.

AP WOMANKIND

CHOICES
Choose personality
Erys +1 for Roddick
Take the artist's side
Erys -1 for Roddick

The same artist looking for models in the plaza who once approached Mavelle so enthusiastically has little interest in Erys. After the scene, talk to Erys and tell her personality is what's important to bolster her morale.

PA 85
T'nique at Tatroi Arena Lobby

1. Not all emblems acquired.
2. T'nique is in the party.

After this Private Action, if T'nique is used to fight in the A Rank match in the arena, his character ending changes slightly at the end of the game (with the proper requirements fulfilled).

PA 86
Cyuss at Tatroi Arena Stadium Area

1. Not all emblems acquired.
2. Cyuss is in the party.

AP THE CHALLENGE

WIN
Entire party +1 for Cyuss
Phia +1 for Cyuss
LOSE
Entire party -1 for Cyuss
Phia -1 for Cyuss

Cyuss gets cocky and joins the arena battle to prove something. Make sure Cyuss is properly equipped and healthy before initiating this Private Action outside Tatroi, since Cyuss must fight a Giant in the ring. Winning means an increase in affection among all party members for Cyuss, while losing results in a decrease. If Phia is in the party, she gains or loses an additional point based on the outcome, so do your best to impress her!

PA 87
Cyuss and T'nique at Tatroi Central Passage

1. Not all emblems acquired.
2. Cyuss and T'nique are in the party.

Speak to T'nique in front of the arena to engage a short scene involving a lot of macho talk about fighting.

PA 88
Millie, Ilia, and Ronyx at Tropp Bar

1. Not all emblems acquired.
2. PA32 occurred.

Necessary for PA91

AP THE CHALLENGE

SPEAK TO RONYX AFTER THE SCENE
Ronyx +1 for Roddick
Ronyx +1 for Ilia

Although Ilia's trying to turn on the charm, Ronyx still can't get over his deceased wife. After the scene, speak to Ronyx to garner some affection points with him.



PA 89
Millie Outside Tropp Bar

1. Not all emblems acquired.
2. PA47 occurred, Creamy Cheese given to maid.

This is the last in the series regarding the couple in Tropp. If you gave the maid some Creamy Cheese during PA47, she is much happier and hands over some items:

- Luscious Gratin
- Scrumptious Pizza
- Delectable Cheese
- Treasured Gorgonzola

PA 90
Mavelle Inside Karner's Mansion at Eckdart

1. Not all emblems acquired, have not entered Demon World.
2. Mavelle is in the party.
3. PA28 occurred.

AP MADAM KARNER'S RECEPTION

COMPLETION
Mavelle +1 for Roddick

If you have not visited the Old Race Ruins, then Mavelle may still be in the party. Stop by Karner's Mansion in Eckdart to view a scene that finally gives Mavelle some hope.



PA 91
Ilia, Ronyx Inside Eckdart Item Shop (Jewel)

1. Ilia and Ronyx at 8 affection points or higher for each other.
3. PA88 occurred.

AP ENGAGEMENT

COMPLETION
Ilia, Ronyx +5 for each other

Ronyx finally declares his love for Ilia in a most surprising way. This triggers an additional scene following the credit roll during the game's ending.

PA 92
T'nique at Eckdart Landing Area

1. Not all emblems acquired.
2. T'nique is in the party.

Speak to T'nique here to initiate a scene, then follow him through several areas of the town.

PA 93
Ioshua and Pericci Outside Eckdart Inn

1. Not all emblems acquired.
2. Ioshua and Pericci are in the party.

Necessary for PA96

Speak to either of these two to view a short scene where Pericci threatens to eat Ioshua, who she thinks is a bird.



PA 94
Ronyx and Ashlay at Ionis Bar

1. Not all emblems acquired.
2. Ashlay is in the party.
3. PA82 occurred.

Enter the bar in Ionis during a Private Action to witness a scene between these two leaders.

PA 95
T'nique at Ionis Plaza

1. Not all emblems acquired.
2. T'nique is in the party.
3. PA44 occurred.

This scene completes the trilogy started when T'nique looked to Pericci for combat advice.

PA 96
Ioshua and Pericci at Stairs to Van City Weapon Shop

1. Not all emblems acquired.
2. Ioshua and Pericci are in the party.
3. PA93 occurred.

Necessary for PA98

Pericci continues to dream of eating Ioshua, who still can't convince her that he's not a bird.

PA 97
Welch at Ionis, Outside Skill Guild

1. Not all emblems acquired.
2. Welch is in the party.
3. PA56 occurred.
4. Party possesses at least 2000 Fol.

AP THANKS FOR COVERING FOR ME!

COMPLETION
Welch +1 for Roddick

Welch is playing pranks all over Ionis. When Roddick enters the central alley to discipline her, she springs a trap on him and runs away. Ilia and Ronyx free him from the trap. Afterward, Roddick automatically pays Ronyx 600 Fol. Go to the bar and Ronyx buys the following: Egg Fried Rice, Hamburg Steak, Fried Egg, and Stir-Fry. When you return to town, Welch hands over Twice-cooked Pork to make amends.

PA 98
Ioshua and Pericci at Ionis Plaza

1. Not all emblems acquired.
2. Ioshua and Pericci are in the party.
3. PA96 occurred.

AP TASTY BIRD

CHOICES
Chase Ioshua
Ioshua -1 for Roddick
Don't chase Ioshua
Ioshua +1 for Roddick

Roddick finds Pericci chasing Ioshua around the Ionis plaza, having mistaken him for a bird. The first choice is the more humorous option, but this lowers Ioshua's affection for Roddick. The proper thing to do is tell Pericci not to chase him.

PA 99
Millie and Ilia at Van City Inn

1. Not all emblems acquired.
2. Millie, Ilia, and three other female characters are in the party.

Enter the Inn at Van City during this Private Action to witness a bizarre girl's night.

PA 100
Pericci Inside Silvalant City Weapon Shop

1. Not all emblems acquired.
2. Pericci is in the party.

Enter the Weapon Shop to view a cute scene where Pericci cuddles up to the local felines.

PA 101
Millie at Silvalant City Inn

1. Not all emblems acquired.
2. Millie joined the party in Silvalant.

Necessary for PA102

Looks like Millie became close with the citizenry during her time alone at Silvalant.

PA 102
Welch at Silvalant City Plaza

1. Not all emblems acquired.
2. Welch is in the party.
3. PA101 occurred.

Seeing how friendly Millie is with the locals, Welch reveals a bit more about herself.

PA 103
Ashlay at Silvalant Castle Courtyard

1. Durss destroyed.
2. Ashlay and Roddick's affection scores for each other are 9 or higher.
3. PA50 occurred.

AP FAILURE TO REPORT

FAILURE TO INITIATE SCENE WITH ASHLAY
Ashlay -3 for Roddick

When a Private Action is initiated at Silvalant that meets the above criteria, Ashlay asks Roddick to meet him in the courtyard of Silvalant Castle. If Roddick leaves town before meeting Ashlay in the courtyard, Ashlay gets angry and his affection for Roddick drops three points. At this late stage in the game, raising Ashlay's affection for Roddick back up to 9 is extremely difficult, so don't forget to meet Ashlay. Once there, Roddick learns the Wyrm King SFT from Ashlay, which allows him to learn his most powerful special arts.

PA 104
Ashlay and Erys at Tropp

1. Received the Force Swords from Lias.
2. Ashlay and Erys are in the party.

Catch this scene in front of the house in Tropp, featuring two characters who rarely interact.

PA 105
Safe House

1. Arrived at Fargett safe house.

Speak to the two little girls standing to the right just inside the entrance.



PA 106
Ronyx and Erys at Safe House

1. Erys is in the party.
2. Viewed the "Asmodeus background" scene at bio-lab.

Return to the safe house after visiting the bio-lab and approaching the statue in the lobby. In the second area, Ronyx and Erys share a short scene.

PA 107
Millie and Pericci at Safe House Entrance

1. Pericci is in the party.
2. Used the Save Point on Revorse Tower 8F.

After using the Save Point on level 8F of the Revorse Tower, exit and return to the safe house to initiate a Private Action. Go to the second area, and then return to the entrance to witness a bizarre scene between Millie and Pericci. What a way to wind up the Private Actions!



BATTLE ARENA

At the Tatroi Battle Arena, characters may sign up with the guards at the desk for a tournament. Only one character can enter at a time using only the equipment he or she carries and the items provided by the arena. The items provided vary based on which character is chosen to fight and the rank in which he or she competes.



Speak to the guards at the desk to enroll one party member in a fighting tournament.



All arena battles are one-versus-one.

Dying or becoming immobile (via paralysis or petrification) results in a loss. Equipping accessories that prevent paralysis or petrification is recommended in the higher ranks. Otherwise, defeating all the monsters in a rank means the character becomes rank champion and wins a prize set. The prizes awarded depend on the character chosen to fight. Winning characters increase one rank in the arena. The next time the same character signs up to fight, he or she fights in the next-higher rank. Each character starts at H Rank, and fights his or her way up to A Rank.

Fighting in the arena yields an array of bonuses, including the ability to recruit T'nique (D Rank boss) after acquiring the Van Emblem, and also the option of acquiring the Omega SFT, which allows several characters to learn new special arts.



For winning a tournament, the character receives items and advances one rank.

G Rank

G RANK ITEMS	
Character	Arena Items
Any	Blueberries x4, Blackberries x4

ENEMY ROSTER

1 SANDWORM

HP	Weak	Drop
360	Water	Crystal (8%)

2 MANDRAKE

HP	Weak	Drop
360	Fire	Mandrake (20%)

3 OOZE

HP	Weak	Drop
660	None	Bubble Lotion (10%), Sweet Syrup (10%)

4 ARMORED KNIGHT

HP	Weak	Drop
600	None	Sinclair (4%)

5 VELKHENT CHIEF

HP	Weak	Drop
5000	Earth, Water, Fire, Wind, Light, Dark	Crystal (8%)

G RANK PRIZE SETS	
Character	Prizes
Any	Lavender, Mandrake, Rose Hip, Wolfsbane

F Rank

F RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Sweet Syrup x2, Sour Syrup x2, Potion of Might
Millie, Ronyx, Ioshua, Erys	Sweet Syrup x2, Sour Syrup x2, 4-way Bomb

ENEMY ROSTER

1 STROPER

HP	Weak	Drop
520	Earth	Medicine Bottle (10%)

2 SAVANT

HP	Weak	Drop
720	None	Walloon Sword (2%)

3 CUTIEBELL

HP	Weak	Drop
840	None	Blackberries (20%)

4 WITCHETTE

HP	Weak	Drop
420	Earth	Blackberries (20%)

5 GIANT

HP	Weak	Drop
5760	Earth, Wind, Water, Fire, Light, Dark	Diamond (8%)

F RANK PRIZE SETS	
Character	Prizes
Any	Fruit, Grains, Seafood, Vegetables

H Rank

H RANK ITEMS	
Character	Arena Items
Any	Blueberries x4, Blackberries x4

ENEMY ROSTER

1 BUSHWHACKER

HP	Weak	Drop
200	None	None

2 SLIME

HP	Weak	Drop
420	None	Stink Gel (10%), Sweet Syrup (10%)

3 KOBOLD

HP	Weak	Drop
280	Fire	Grains (10%)

4 ROBBER AXMAN

HP	Weak	Drop
540	Water	None

5 VELKHENT

HP	Weak	Drop
2500	Earth, Water, Fire, Wind, Light, Dark	Green Beryl (8%)

H RANK PRIZE SETS	
Character	Prizes
Roddick, Ilia, Cyuss, Ashlay, Phia, Pericci, T'nique	Antidote, Paralysis Cure, Stone Cure, Blueberries
Millie, Ronyx, Ioshua, Mavelle, Welch, Erys	Antidote, Paralysis Cure, Stone Cure, Blackberries

E Rank

E RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Sweet Syrup x2, Sour Syrup x2, Potion of Might
Millie, Ronyx, Ioshua, Erys	Sweet Syrup x2, Sour Syrup x2, 4-way Bomb

ENEMY ROSTER

1 DIRE WOLF

HP	Weak	Drop
1080	None	16 oz. Steak (4%)

2 LIZARD AXMAN

HP	Weak	Drop
1620	Water	None

3 KOBOLD KING

HP	Weak	Drop
1200	Fire	Seafood (10%)

4 DRAGONFLY

HP	Weak	Drop
1200	Fire	Mixed Syrup (4%)

5 PRISCILLA

HP	Weak	Drop
5440	None	Blackberries (20%)

E RANK PRIZE SETS	
Character	Prizes
Any	Gold, Ruby, Sapphire, Silver

C Rank

C RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Mixed Syrup x2, Victory Card, Silence Card
Millie, Ronyx, Ioshua, Erys	Mixed Syrup x2, Faerie Elixir, Silence Card

ENEMY ROSTER

1 SCYLLA

HP	Weak	Drop
3000	Fire	None

2 CUNICULUS

HP	Weak	Drop
1100	None	Lavender (20%)

3 PETRI GEREL

HP	Weak	Drop
2400	Earth	Medicine Bottle (10%)

4 WITCHDOCTOR

HP	Weak	Drop
1200	Light	Blackberries (20%)

5 IXCHEL

HP	Weak	Drop
9600	Fire	Artemis Leaf(20%)

C RANK PRIZE SETS	
Character	Arena Items
All	Magic Rice, Organic Vegetables, Sirloin, Top Quality Tuna
Roddick, Cyuss, Ashlay, Mavelle, T'nique, Welch	Omega SFT

D Rank

D RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Mixed Syrup x2, Victory Card, Silence Card
Millie, Ronyx, Ioshua, Erys	Mixed Syrup x2, Faerie Elixir, Silence Card

ENEMY ROSTER

1 GEREL

HP	Weak	Drop
1200	Earth	Medicine Bottle (10%)

2 SAVAGE

HP	Weak	Drop
1520	Earth, Water, Fire, Wind, Light, Dark	Diamond (8%)

3 SORCERESS

HP	Weak	Drop
760	Water	Blackberries (20%)

4 WISP

HP	Weak	Drop
1680	Light	Resurrection Elixir (4%)

***5A OGRE**

HP	Weak	Drop
6960	Fire	Meat(10%)

***5B T'NIQUE ARCANA**

HP	Weak	Drop
10,000	None	Pure Rice Ball (100%)

*Roster Change

After the party receives the Van Emblem, the fifth opponent in D-Rank is replaced by T'nique Arcana. Defeat T'nique with six or fewer party members, and he offers to join. T'nique is strong and inflicts severe damage, but only at short range. Defeat him easily by attacking from long range using special arts, spells, or other projectile attacks (such as using a Bow or Orb).



D RANK PRIZE SETS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Pericci, T'nique	Mixed Syrup, Medicine Bottle, Resurrection Elixir, Sweet Syrup
Millie, Ronyx, Ioshua, Mavelle, Welch, Erys	Mixed Syrup, Medicine Bottle, Resurrection Elixir, Sour Syrup

B Rank

B RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Fruit Syrup, Compress of Veda, Potion of the Winds
Millie, Ronyx, Ioshua, Erys	Mental Potion, Fruit Syrup

ENEMY ROSTER

1 DRAGON AXMAN

HP	Weak	Drop
3900	Water	None

2 BERSERKER

HP	Weak	Drop
2600	Earth, Water, Fire, Wind, Light, Dark	Star Ruby (8%)

3 HOUND SPIRIT

HP	Weak	Drop
2800	Dark	None

4 SHADOW BEAST

HP	Weak	Drop
3000	None	Amazing Tenderloin (4%)

5 HILL GIANT

HP	Weak	Drop
18,000	Earth, Wind, Water, Fire, Light, Dark	Star Ruby (8%)

B RANK PRIZE SETS	
Character	Arena Items
Roddick, Ronyx, Cyuss, Ashlay, Phia, Welch	Diamond, Orichalcum, Rune Metal, Moon Rock
Millie, Ilia, Ioshua, Mavelle, Pericci, T'nique, Erys	Star Ruby, Damascus, Rainbow Diamond, Meteorite

A Rank

A RANK ITEMS	
Character	Arena Items
Roddick, Ilia, Cyuss, Ashlay, Phia, Mavelle, Pericci, T'nique, Welch	Fruit Syrup, Compress of Veda, Potion of the Winds
Millie, Ronyx, Ioshua, Erys	Mental Potion, Fruit Syrup

ENEMY ROSTER

1 FATTY OOZE

HP	Weak	Drop
11,900	None	Melt Potion (10%), Sweet Syrup (10%)

2 DARK PHOENIX

HP	Weak	Drop
14,500	None	None

3 STAR SERAPHIM

HP	Weak	Drop
14,500	Dark	Resurrection Mist (2%)

4 DRAGON EYE

HP	Weak	Drop
23,250	None	None

5 GAHL

HP	Weak	Drop
99,000	None	None

A RANK PRIZE SETS	
Character	Arena Items
First Win	20,000 Fol
Roddick	Sword of Strength, Mithril Mesh, Mithril Helmet, Mithril Greaves
Millie	Mindsoother, Elven Cap, Mithril Helmet, Star Guard
Ilia	Silver Knuckles, Hermit's Cap, Star Guard, Mithril Mesh
Ronyx	Silver Bow, Hermit's Cap, Star Guard, Mithril Mesh
Cyuss	Searing Sword, Mithril Mesh, Mithril Helmet, Mithril Greaves
Ashlay	Sword of Strength, Mithril Mesh, Mithril Helmet, Mithril Greaves
Phia	Flare Baselard, Mithril Mesh, Mithril Helmet, Mithril Greaves
Ioshua	Mindsoother, Elven Cap, Mithril Helmet, Star Guard
Mavelle	Silver Orb, Elven Cap, Mithril Helmet, Star Guard
Pericci	Silver Knuckles, Magic Bikini, Hermit's Cap, Star Guard
T'nique	Flamelancer, Dueling Suit, Hermit's Cap, Star Guard
Welch	Annoying Handy Stick, Hermit's Cap, Star Guard, Mithril Mesh
Erys	Mindsoother, Elven Cap, Mithril Helmet, Star Guard

PUFFY'S GAME

Puffy stands between the doorways of the Inn and the home in the first area of Tatroi. For 600 Fol, she indulges the party with a multiple-choice game. Puffy describes an adventure and leaves the choices at each stage up to you. Pick the right choices in order to win items and prizes.



Speak to Puffy outside Tatroi's Inn to engage in a short mini-game.

The first time you play with Puffy, select the following options to win **120 Fol** and a **Flare Bomb** (one time only):

- "I'm going left."
- "Search the corpse."
- "Let me search it already."

After that, select the following options to receive a **Murky Potion** at the expense of the Flare Bomb:

- "Pray for him."
- "I'll use a Flare Bomb."

Next, if you have a Nuclear Bomb in your possession, pick the following options to win the game and collect **600 Fol** and a **Saber** (as many times as you like) and receive **100 Skill Points** the first time:

- "I'll use an item."
- "Nuclear Bomb."

A Nuclear Bomb can be made using the Machinist specialty. In the choices afterward, avoid using a Murky Potion, or you cannot play this game until the next time you return to Tatroi!

ORACLE ROOM

ITEM SHOP (RESISTANCE SOLDIER)	
ITEM	FOL
Blueberries	50
Blackberries	180
Aquaberries	70
Antidote	100
Paralysis Cure	100
Stone Cure	100
Medicine Bottle	300
Resurrection Elixir	500
Magic Canvas	300
Magic Clay	300
Fountain Pen	180
Feather Pen	20
Conductor Baton	100
Premium Paper	150
Magic Camera	2000
Magic Film	300
Mechanic's Toolbox	1200
Smith's Hammer	600
Grains	150
Fruit	80
Vegetables	20
Meat	50
Seafood	150
Eggs and Dairy	20
Top Quality Tuna	9000
Marenne Oysters	12000
Magic Rice	5000
Organic Vegetables	4000
Sweet Fruit	2000

ITEM SHOP (RESISTANCE SOLDIER)	
ITEM	FOL
Sirloin	7200
Creamy Cheese	3600
Gelatinous Slime	100
Wobbly Slime	100
Ingredients of Yarma	100000
Root Beer	300
Bloody Driver	300
Fire in the Sky	900
Luxury Grape Juice	282500
Rose Hip	230
Mandrake	80
Artemis Leaf	320
Wolfsbane	150
Lavender	35
Athelas	800
Sweet Syrup	200
Witch Powder	500
Potion of Might	500
Sleeping Gas	200
Mind Bomb	300
Flare Bomb	180
Pet Food	10
Ruby	600
Sapphire	600
Green Beryl	2000
Crystal	2000
Diamond	3000
Silver	300
Gold	300

ITEM SHOP (RESISTANCE SOLDIER)	
ITEM	FOL
Iron	150
Spectacles	10
Lezard Flask	40000
Beret	30000
Keen Kitchen Knife	4000
Music Editor	100000
Magical Rasp	100000
Harmonica	800
Pipe Organ	5000
Lyre	12000
Cembalo	16000
Violin	50000
Piano	80000
Mystical Shamisen	100000
Silver Trumpet	300000
Walloon Sword	4000
Flamberge	7100
Baselard	2500
Crested Rod	3000
Cestus	4500
Spear	4000
Crossbow	3000
Crescent Orb	12000
Playful Handy Stick	4000
Santa's Boots	4500000
tri-Emblem	8000765
Jewel of the Frog	100000

WORD FROM THE GODS

After saving your game at the final Save Point inside Revorse Tower, head south back to the last teleport pad. Continue through the south doorway and down the ramp to find another teleporter. Step on the pad to send the party back to level B1F of the Revorse Tower. Head east to find the central chamber that was previously divided. The dividers are gone, which means the party can go south to find yet another teleporter. Step on it to visit the Oracle Room.



After using the final Save Point in Revorse Tower, head to the south end of 7F to teleport back to B1F.



The dividers in the central room of B1F are now gone; head south to teleport to the Oracle Room.

The resistance soldier from the safe house also appears here, selling items. Seven doors line the north wall. The first one on the left leads to the Cave of Seven Stars, an extra dungeon where the enemies are extremely difficult but the rewards are great. The other five doors are locked, unless a character in your party possesses the Oracle specialty. The various doors unlock based on what level the character's Oracle specialty has reached. Inside the rooms, the game developers make comments and ask questions about the game. There is a chest in the Level 10 Oracle Room on the far right that contains the **Magic Jar**, a very handy accessory that spits out random items while the party is walking.



Improve the Oracle specialty to unlock five of the doors in the north wall.

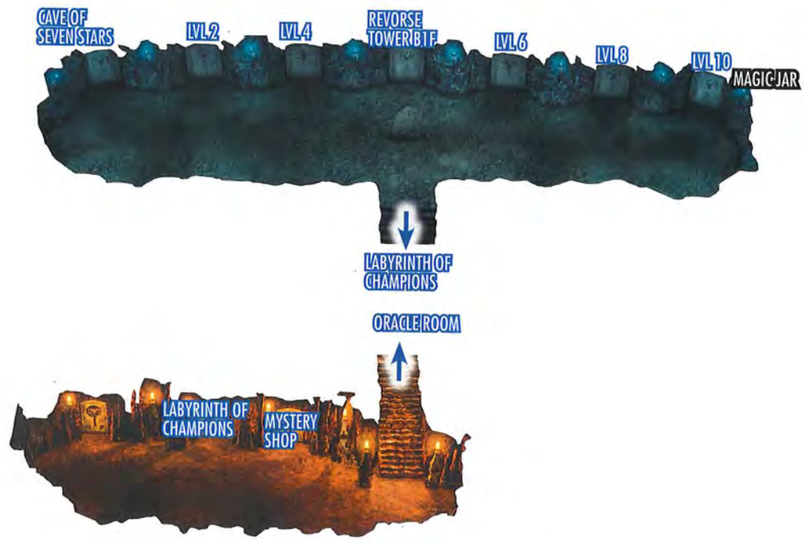
The south stairs from the Oracle Room lead back to the Labyrinth of Champions. You may now open the Mystery Shop. To do so, enter the center door and head north to the room with the seven moon doors. Numbering the rooms from left to right, make sure the switches in rooms 1, 3, 5 and 6 are all up. Next, flip down the switches in rooms 2 and 7. Return to the Labyrinth's entrance and go through the right door to enter the Mystery Shop. Some interesting characters hang out here, and a young lady at the back sells the **Fanfic!!!** for 10,000 Fol.



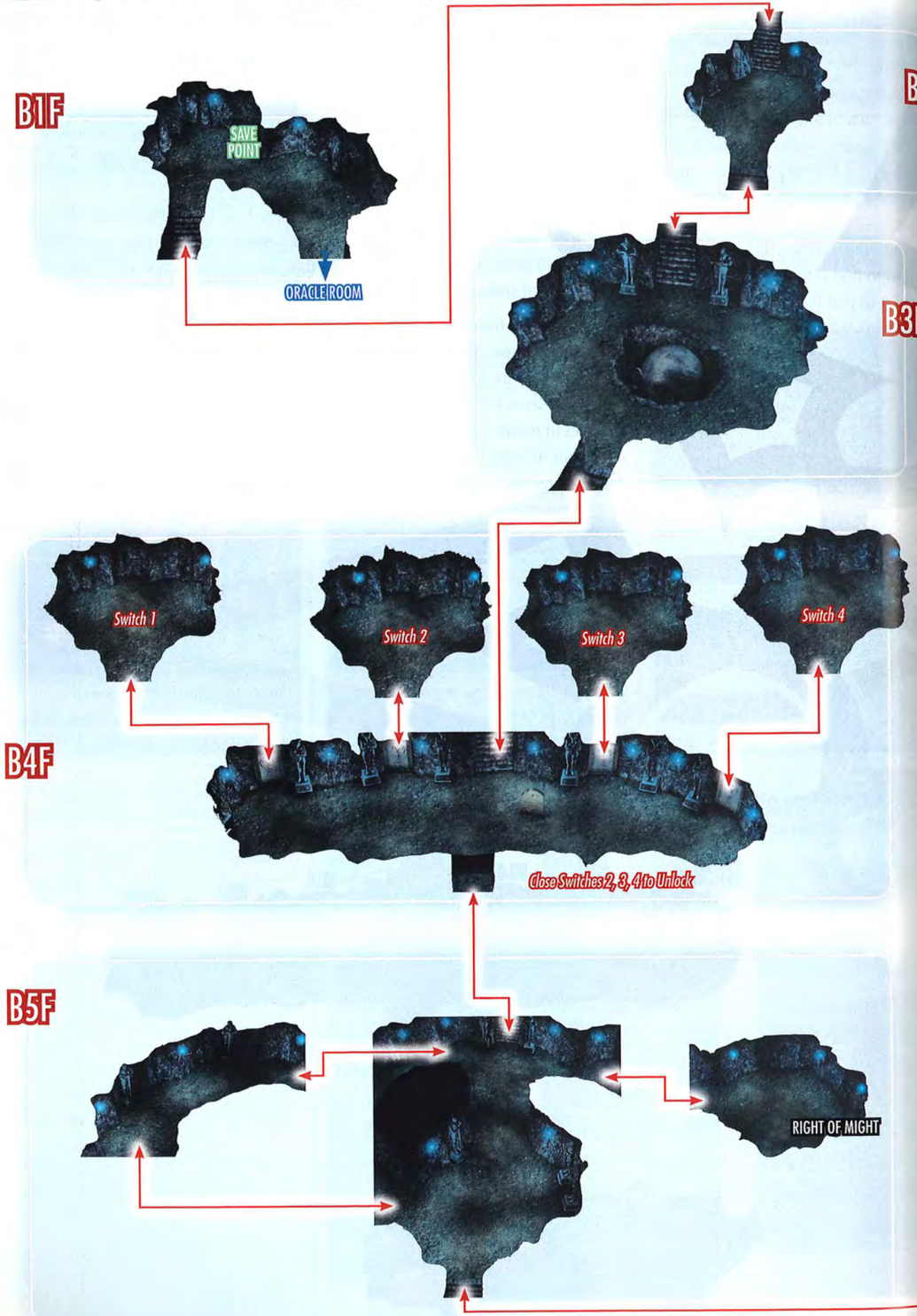
Return to the moon door room in the Labyrinth of Champions. Reverse the positions of all the switches from the last solution to open the Mystery Shop.

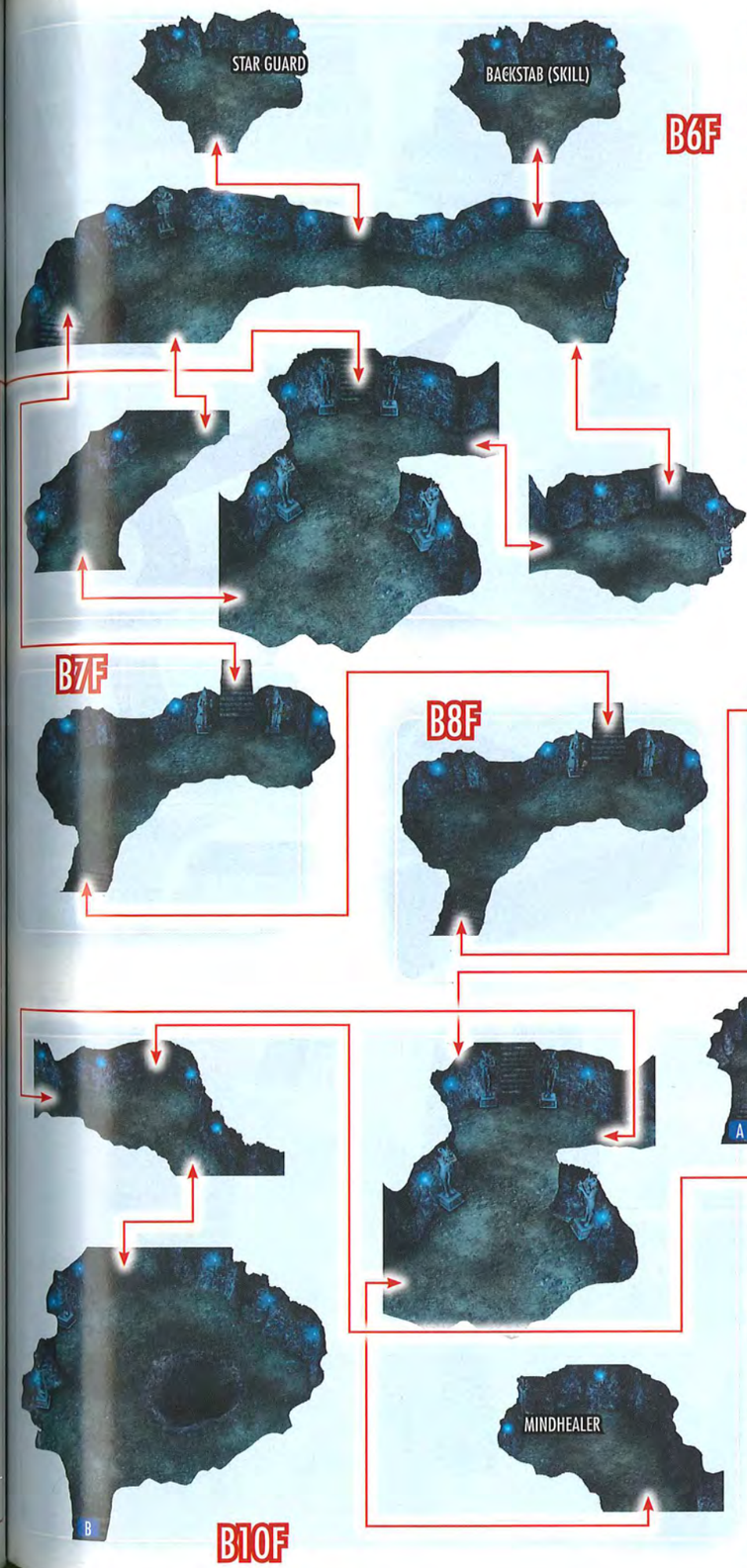


The Mystery Shop features an odd assortment of characters, including a duo in the back selling a rare book.



CAVE OF THE SEVEN STARS





ARACHMENE
HP 34950 WEAK VS. Fire
DROP None

BRACHYON
HP 20900 WEAK VS. None
DROP None

CONJURER DEVIL
HP 20900 WEAK VS. Light
DROP Resurrection Elixir (4%)

DARK MAGICIAN
HP 9850 WEAK VS. Light
DROP Sour Syrup (20%)

ELDER WITCHETTE
HP 9250 WEAK VS. Wind
DROP Sour Syrup (20%)

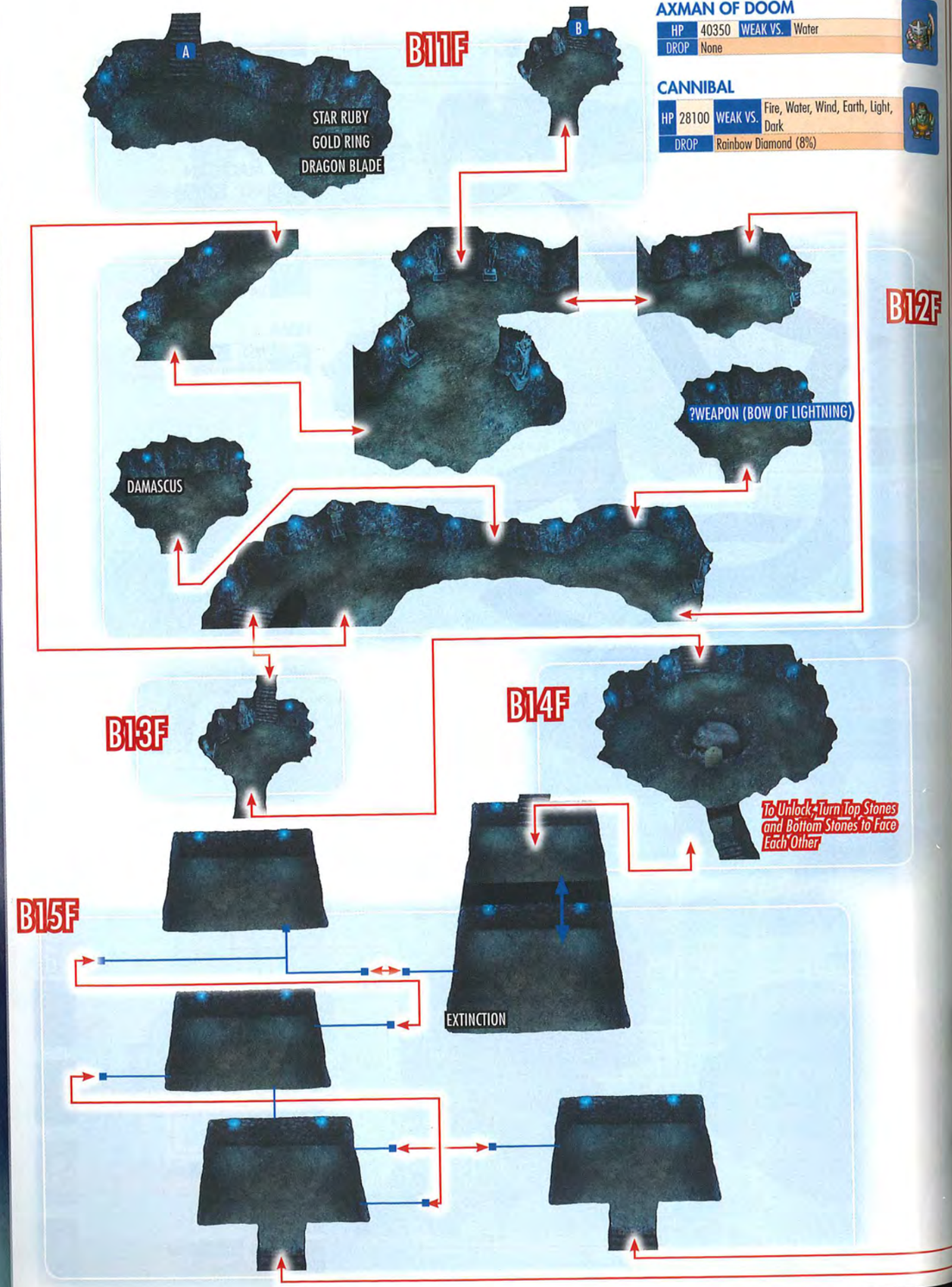
FRIAR
HP 9850 WEAK VS. None
DROP Sour Syrup (20%)

LADY SIN
HP 33150 WEAK VS. Light
DROP Tear of Israfel (2%)

MEDUSA EYE
HP 34950 WEAK VS. None
DROP None

SAND BUNNY
HP 9250 WEAK VS. None
DROP Athelas (20%)

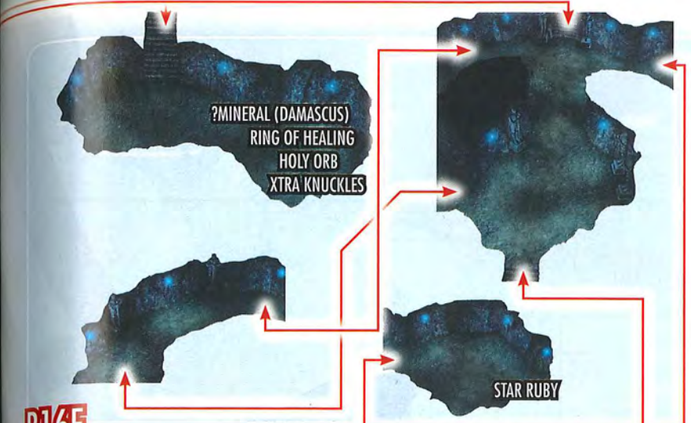
SLAYER
HP 22100 WEAK VS. None
DROP Sword of Marvels (2%)



ARACCOLA
HP 40350 | WEAK VS. None
DROP None

AXMAN OF DOOM
HP 40350 | WEAK VS. Water
DROP None

CANNIBAL
HP 28100 | WEAK VS. Fire, Water, Wind, Earth, Light, Dark
DROP Rainbow Diamond (8%)

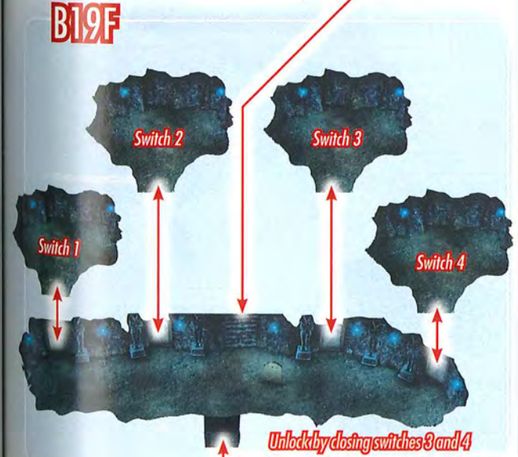


GRIM FAERIE
HP 24500 | WEAK VS. None
DROP Sour Syrup (20%)

NECROMANCER
HP 29300 | WEAK VS. None
DROP None

SABER-TOOTHED BUNNY
HP 25700 | WEAK VS. None
DROP Vegetables (20%)

VILE BEAST
HP 24500 | WEAK VS. None
DROP Steak of the Demons (4%)

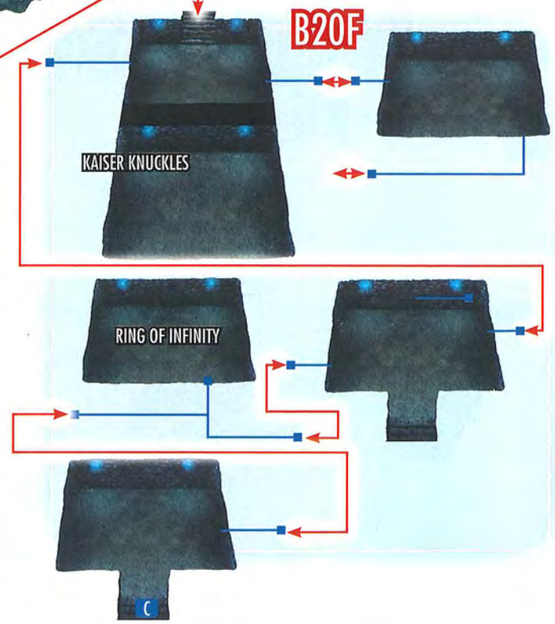


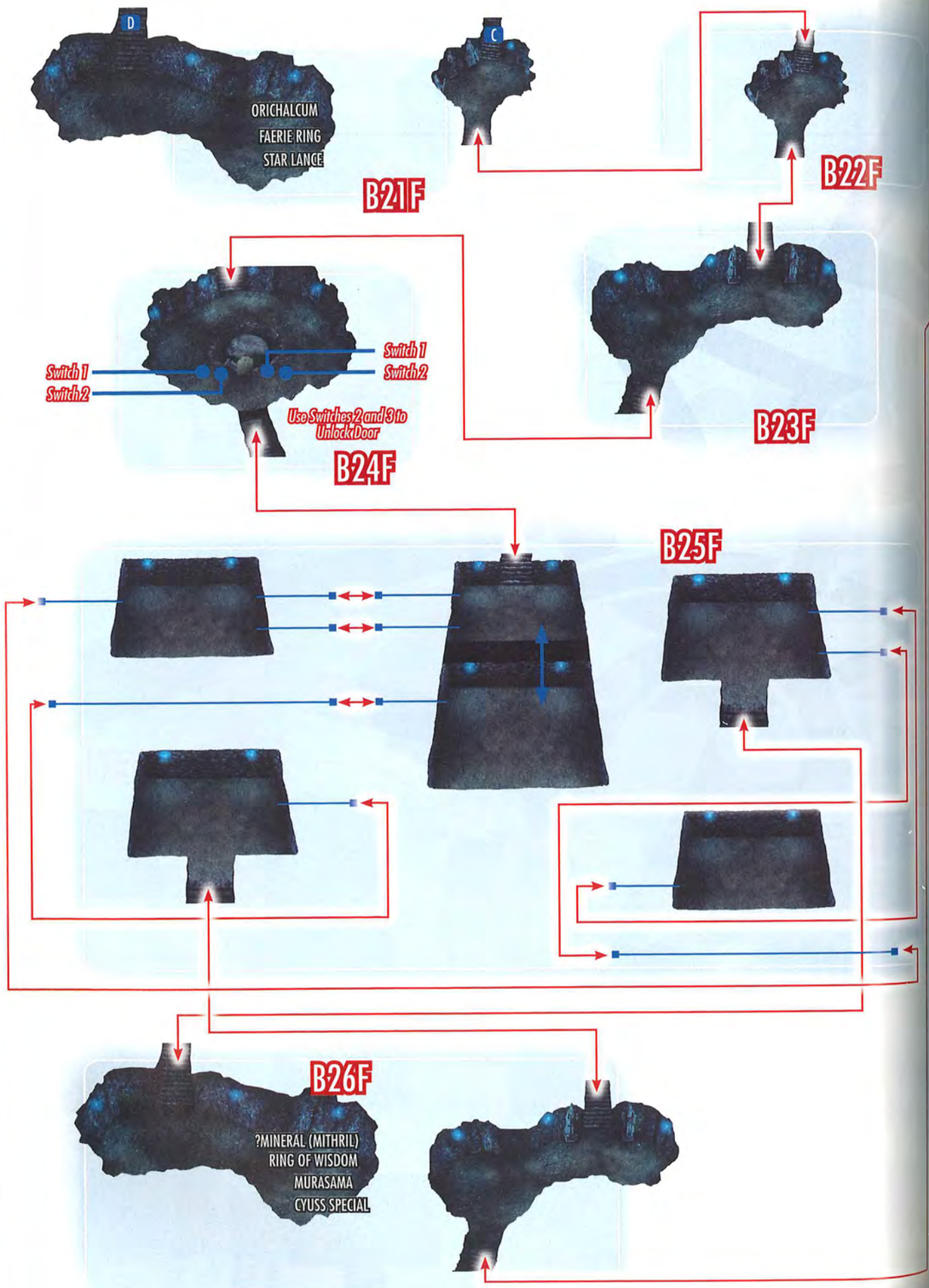
CLOUD OGRE
HP 28100 | WEAK VS. None
DROP Ingredients of Yarma (10%)

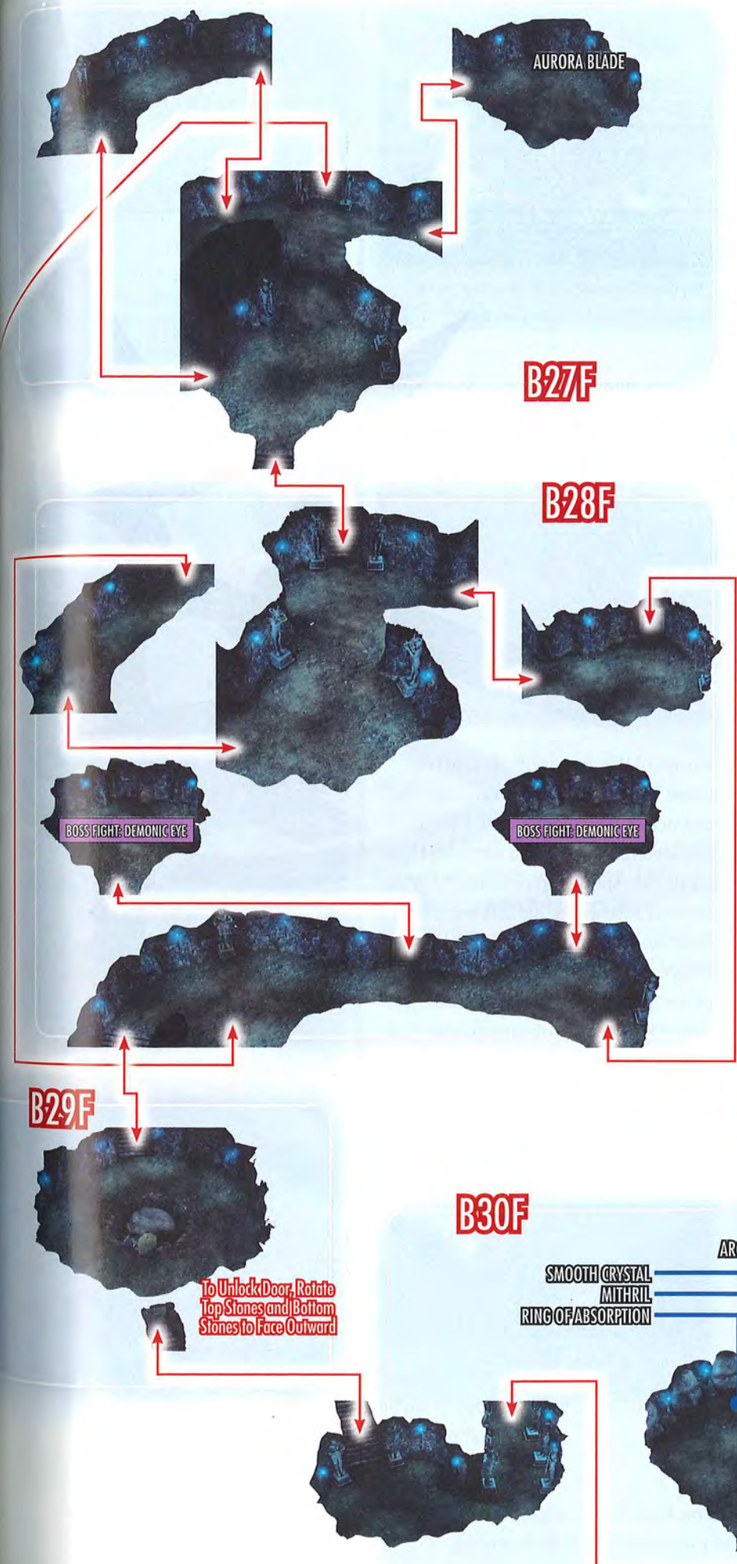
DARK STALKER
HP 43950 | WEAK VS. Light
DROP Shadow Cross (2%)

DEMONIC EYE (BOSS)
HP 54750 | WEAK VS. None
DROP Ring of Lightspeed (2%)

GARUDA EAGLE
HP 25700 | WEAK VS. Fire
DROP None







ARCH PHOENIX

HP	31700	WEAK VS.	
DROP	None		

ARANEAE NIGHTMARE

HP	51150	WEAK VS.	Fire
DROP	None		

BANDIT KING (BOSS)

HP	117750	WEAK VS.	None
DROP	Velvet Tear (100%)		

BROWNIE

HP	31700	WEAK VS.	None
DROP	Moonfalx (2%)		

COCKATRICE

HP	35300	WEAK VS.	Fire
DROP	None		

DEMONIC EYE (BOSS)

HP	54750	WEAK VS.	None
DROP	Ring of Lightspeed (2%)		

GARGANTUA

HP	51150	WEAK VS.	Fire, Water, Wind, Earth, Light, Dark
DROP	Rainbow Diamond (8%)		

GRAVE BORER

HP	32900	WEAK VS.	Fire
DROP	Fruit Syrup (4%)		

KILLER WISP

HP	32900	WEAK VS.	Light
DROP	Resurrection Elixir (4%)		

RESPHINA (BOSS)

HP	35300	WEAK VS.	Dark
DROP	Resurrection Mist(2%)		

UNHOLY HEALER

HP	45750	WEAK VS.	None
DROP	None		

WARLOCK

HP	15250	WEAK VS.	None
DROP	None		

THE ULTIMATE CHALLENGE!

The mightiest dungeon in the game is connected to the Oracle Room. The Cave of the Seven Stars is a 30 level dungeon with only one Save Point at the beginning. Each random encounter in the dungeon is as difficult—or harder—as any boss fight in the game. The dungeon contains dozens of useful items, including the best weapon for every character. The enemies encountered change every 10 levels. There are three optional boss fights (handy for boosting character affection points) and a major boss fight in the final room on level B30F.



Each battle inside the Cave of the Seven Stars is akin to a full-on boss fight!

Character levels of 100+ are recommended. If your party is nowhere near that level, simply wander inside the first few levels of the cave. Characters gain 4-6 levels per victory, so they should be ready in no time.



Characters gain tremendous experience and Fol from even a single random encounter.



Augmented special arts are the key to long-term survival. Make sure the characters know every possible special art before going too deep.

Parties of Vile Beasts (B11F-B20F) or Grave Borers (B21F-B30F) can wipe out characters even at levels 110+ in just a few seconds. The keys to surviving these battles are special arts learned from SFT skills. Ensure melee fighters learn their Four Beasts and/or Omega special arts before venturing into the deeper levels of the cave. Oftentimes, the easiest way to quickly end a battle and survive is to use Roddick's Phoenix Blast repeatedly until the enemies remaining number two or less, then finish the battle with physical attacks.

A big problem is maintaining a good supply of MP through 30 levels. Buy full supplies of Blackberries and various mixed drinks from the resistance soldier in the Oracle Room before descending. Fight plenty of Dark Magicians, Elder Witchettes, and Friars on levels B1F-B10F, since they drop Sour Syrups on a regular basis. Have 20 Sour Syrups and 20 Blackberries on hand before entering B21F through B30F.



MP must be full at all times to save the party from dangerous battles.

Buy at least one or more Jewel of the Frog items from the merchant in the Oracle Cave. Use one of them to escape the Cave of the Seven Stars if the following conditions occur:

- MP recovery items run out.
- Resurrection items run out.
- Defeated any of the Demonic Eye bosses.
- Defeated the B30F bosses, Resphina and Bandit Kings x2.

Remember to reduce the resistance soldier's prices by activating "Lower Prices" in the Group Appraising super specialty, and use a Cinderella Glass to lower his prices even further.

THE CHESTS ON B4F

The south door on B4F is locked. To the north are four doors, each with an empty chest behind it. From left to right, close the chests in the second, third, and fourth rooms to unlock the south door.



Open the south door by closing the chests in the three rooms to the right.



*A chest on B6F contains the **Backstab** skill, which should plug the final hole in your characters' skill lists.*

LADIES FIRST ON B9F

The south door on B9F remains closed and locked, unless you fill the party with female characters.



If by some reason you do not have four female characters, you can go no further than B9F.



DEMONIC EYE X2

HP	54750
WEAK VS.	None
ITEM DROP	Ring of Lightspeed (2%)

An event prior to the battle reduces every party member to 1 HP. With Millie or Ioshua in the party set to a "Focus on healing friends!" strategy, they should take care of the problem while the melee fighters contend with the monsters. Help your healers by increasing their Recast and Hasten Speech skill levels.



The Demonic Eyes' first order of business seems to be to petrify party members. As long as you have a healthy supply of Stone Cures or Medicine Bottles, continue softening your party members so that all remain in the battle. Melee fighters can reduce the number of times characters are petrified simply by continuous physical attacks. Both creatures absorb Fire, Wind, and Dark attacks, so avoid using special arts or symbology that damages with these elements.

STONE LOVERS ON B14F

To open the south door on B14F, turn the boy and girl statues at the top to face each other and do the same with the "couple" on the bottom. To turn a statue, simply stand next to it and press the ⊗ button.



Turn the top couple and the bottom couple to face one another and unlock the south door.

HIDDEN PASSAGES ON B15F

Hidden passages connect several rooms on B15F. Refer to the maps in this guide to determine how they connect. For starters, head south and take a hidden passage to a room where a chest contains the **Extinction** spell for Ioshua or Erys. Go through a secret passage to the west and continue past the next room into a third passage.



Secret passages connect the rooms on B15F. Refer to the maps in this section for the hidden paths.

Go west from that room to reach another chamber, then go south to open four treasure chests containing **Damascus**, a **Ring of Healing**, **Holy Orb**, and the **Xtra Knuckles**. Now go back two areas, then through a secret area on the south wall to descend to the next level.



The Holy Orb and the Xtra Knuckles are the supreme weapons for Mavelle and Pericci, respectively.

THE DANGER ON B18F

B18F is the home of the first of several bosses in the Cave of Seven Stars. Upon entering the level, head south and west to collect a **Rainbow Diamond**. Then, return to the entrance and go east. A wounded adventurer lying on the ground warns of danger in the room to the north. Place a healer with full MP in the party, such as Millie or Ioshua, and prepare to fight!

BOSS FIGHT!



That red glow is more than just a security warning—it's draining the party's HP!

THE SECOND CHEST PUZZLE

On B19F, the party encounters yet another area with four side areas, each containing a chest. As the inscription on the central stone indicates, the chests must be opened and closed so that one is not in the same position as the next in order to open the south exit. To solve the puzzle in the shortest time, simply examine the chests behind doors number 3 and 4, from the left.



Examine the chests in the two rooms to the east to unlock the south door.

ANOTHER UNSEEN MAZE

On B20F, head through the hidden passage to the east. Then, find another hidden passage to the south and go west to the room where a chest contains the **Kaiser Knuckles**, Ilia's best weapon. Next, return to the entrance.



The connecting corridors between rooms are hidden once again.

Head west from the entrance through a hidden passage to the next room and descend the stairs to the south. The cave below houses chests containing **Orichalcum**, a **Faerie Ring**, and the **Star Lance**, T'nique's best weapon. Return to the previous room and go west to find a **Ring of Infinity,** and then the exit.



The Ring of Infinity gives the wearer extra experience points while walking.

THE FINAL CHEST PUZZLE

Opening or closing one of the chests on B24F affects some of the other chests. To close them all, close the second one from the left, followed by the third one from the left.



Closing one chest may open others.

THE LAST INVISIBLE CORRIDORS

From the entrance of B25F, head west through one of two hidden passages in the next three areas. Take the hidden passage in the northeast corner of the third room to reach a chest containing Welch's best weapon: the **Violent Handy Stick**. Return to the previous room and go south to obtain **Mithril**, a **Ring of Wisdom**, the **Murasama,** and the **Cyuss Special**. Two more characters now have their ultimate armaments!



The party must pass below the room where Welch's Violent Handy Stick awaits before they can reach the location.

Return to B25F and navigate back through the hidden passages to reach the entrance. From there, go south and then west to find the path continuing downward.



A party of Grave Borers can wipe out the party quickly. But because they are weak against fire, Roddick's Phoenix Blast works like a charm.



*On B27F, head east from the entrance and open the chest to obtain Roddick's best weapon: the **Aurora Blade**.*

BANDIT KING X2

HP	117750
WEAK	None
DROP	Velvet Tear (100%)

RESPHINA

BOSS FIGHT!

HP	35300
WEAK	Dark
DROP	Resurrection Mist(2%)

Although the Bandit Kings are technically the bosses, Resphina is the one who does major damage to the party by firing projectiles from the sidelines and utilizing spinning blade attacks that petrify characters. It makes sense that Resphina must be taken out first! A good strategy is to set the party's Targeting Mode to Semi-auto prior to the battle. Then, target Resphina and pursue her around the battlefield. Constant physical attacks helps prevent her from petrifying characters and inflicting so much damage. Also, equip your healer with a Robe of Deception or Amulet of Flexibility. Afterward, simply take out the Bandit Kings with your strongest spells and special arts.





THE SHY ONES

Turn the stone statues on B29F so that the top two and the bottom two are not facing each other. Open the south door by turning the two gents on the east side to face right.



Turn the two statues on the east side of the room away from their lovers to open the south door.

WEAPONS

(1) **Buy/Sell:** The item's normal rate when buying or selling in a shop. A dash in the Buy column indicates you cannot purchase the item in shops and must acquire it another way. Some items cannot be sold!

(2) **Copy:** This number is used when attempting the Replication specialty to make a duplicate of the item. The higher this number, the easier it is to Replicate. Some items cannot be Replicated, though.

(3) **Equip:** Certain pieces of equipment (weapons, armor, accessories) can only be worn by certain characters. Those characters who can equip it are listed in this column.

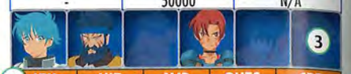
(4) **Stats:** Changes to your character's stats (ATK, DEF, GUTS, etc.) for weapons and armor.

(5) **Special:** Some equippable items have special abilities, such as elemental-based attacks for weapons, regenerative abilities for armor and accessories, and so on. Stat changes for accessories are also listed here.

(6) **Acquire:** How you can obtain the item. Acquisition methods are divided into types for ease of use.

AIR SLICER

BUY (1)	SELL	COPY (2)
-	50000	N/A



(3)

(4) ATK	HIT	AVD	GUTS	CRT
490	35	-	-	20

SPECIAL (5)
Air damage, reduce chance of knockback

ACQUIRE (6)
Maps: Old Race Ruins, Purgatorium

Swords

A great many characters have the ability to use swords. Several swords, however, are only usable by a select few. And some are usable even by characters who do not typically use swords!

AIR SLICER

BUY	SELL	COPY
-	50000	N/A



ATK	HIT	AVD	GUTS	CRT
490	35	-	-	20

SPECIAL
Air damage, reduce chance of knockback

ACQUIRE
Maps: Old Race Ruins, Purgatorium

ASSASSIN'S SICKLES

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
700	100	80	-	250

SPECIAL
50% chance of critical hit

ACQUIRE
Create: Customization (Phia)

ASTRAL SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
700	40	-	60	40

SPECIAL
N/A

ACQUIRE
Maps: Mt. Metorx Mines
Create: Customization (Cyuss)

AURORA BLADE

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
2000	300	-	-	-

SPECIAL
Light damage

ACQUIRE
Maps: Cave of the Seven Stars

BASELARD

BUY	SELL	COPY
2500	625	30



ATK	HIT	AVD	GUTS	CRT
625	150	5	-	120

SPECIAL
N/A

ACQUIRE
Shops: Eckdart, Silvalant City, safe house
Pickpocket: Tatroi

BERSERK SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
1400	120	-	110	40

SPECIAL
Earth damage

ACQUIRE
Maps: Revorse Tower
Create: Customize (Cyuss)

BLADE OF DOOM

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
1400	120	-	110	40

SPECIAL
Dark damage

ACQUIRE
Create: Customization (Cyuss)

BLOODY SWORD

BUY	SELL	COPY
-	50000	N/A



ATK	HIT	AVD	GUTS	CRT
400	40	25	-	160

SPECIAL
Dark damage, 50% of damage converted to HP

ACQUIRE
Create: Customization (Phia)

CLAYMORE

BUY	SELL	COPY
1300	325	40



ATK	HIT	AVD	GUTS	CRT
50	-	-	20	-

SPECIAL
N/A

ACQUIRE
Shops: Autanim, Tatroi, Astral City, Tropp, Ionis

CLAYMORE +1

BUY	SELL	COPY
-	1250	20



ATK	HIT	AVD	GUTS	CRT
400	20	-	40	60

SPECIAL
N/A

ACQUIRE
Create: Customization (Cyuss)

CLAYMORE +2

BUY	SELL	COPY
-	4000	20



ATK	HIT	AVD	GUTS	CRT
600	30	-	50	60

SPECIAL
N/A

ACQUIRE
Create: Customization (Cyuss)

CYUSS SPECIAL

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
2400	300	-	140	80

SPECIAL
N/A

ACQUIRE
Maps: Cave of the Seven Stars

DAMASCUS SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
560	40	-	-	10

SPECIAL
N/A

ACQUIRE
Create: Customization (Roddick, Ashlay)

DEATH BRINGER

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
700	100	20	-	220

SPECIAL
N/A

ACQUIRE
Create: Customization (Phia)

DRAGON BLADE

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
800	120	60	-	250

SPECIAL
Reduce target DEF 40%

ACQUIRE
Maps: Cave of the Seven Stars

DUELING SWORD

BUY	SELL	COPY
-	200000	N/A



ATK	HIT	AVD	GUTS	CRT
1200	180	-	-	80

SPECIAL
N/A

ACQUIRE
Create: Customization (Roddick, Ashlay)

DULL BLADE

BUY	SELL	COPY
-	10	100



ATK	HIT	AVD	GUTS	CRT
1	-	-	-	1

SPECIAL
N/A

ACQUIRE
Pickpocket: Haute, Tatroi, Silvalant Castle
Create: Customization (Roddick, Cyuss)

DWARVEN SWORD

BUY	SELL	COPY
-	50000	N/A



ATK	HIT	AVD	GUTS	CRT
420	30	-	-	80

SPECIAL
Earth damage

ACQUIRE
Maps: Mt. Metorx Mines, Old Race Ruins
Pickpocket: Van Castle

ELEMENTAL BLADE

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
600	60	35	-	180

SPECIAL
N/A

ACQUIRE
Maps: Space-Time Laboratory
Create: Customization (Phia)

FAMEFACE

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
500	50	30	-	170

SPECIAL
Water damage

ACQUIRE
Create: Customization (Phia)

FLAMBERGE

BUY	SELL	COPY
7100	1775	30



ATK	HIT	AVD	GUTS	CRT
500	25	-	40	40

SPECIAL
N/A

ACQUIRE
Shops: Silvalant City, safe house

FLARE BASELARD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
650	80	40	-	200

SPECIAL
Fire damage, normal attacks do x1.5 damage

ACQUIRE
Create: Customization (Phia)
Other: Coliseum A Rank prize (Phia)

FORCE SWORD

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
1000	160	-	-	-

SPECIAL
N/A

ACQUIRE
Other: Gift from Lord Lias for defeating Del Argosy and Arachmene

GLADIUS

BUY	SELL	COPY
1300	325	40



ATK	HIT	AVD	GUTS	CRT
100	10	-	-	100

SPECIAL
N/A

ACQUIRE
Shops: Van City
Maps: Astral Caves
Pickpocket: Autanim

GLADIUS +1

BUY	SELL	COPY
-	1200	20



ATK	HIT	AVD	GUTS	CRT
200	20	10	-	120

SPECIAL
N/A

ACQUIRE
Create: Customization (Phia)

GLADIUS +2

BUY	SELL	COPY
-	2400	20



ATK	HIT	AVD	GUTS	CRT
250	25	-	15	140

SPECIAL
N/A

ACQUIRE
Create: Customization (Phia)

HOLY SWORD

BUY	SELL	COPY
-	40000	N/A



ATK	HIT	AVD	GUTS	CRT
630	45	-	-	15

SPECIAL
Light damage, decreased chance of knockback

ACQUIRE
Create: Customization (Roddick, Ashlay)

ICE BLADES

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
650	80	40	-	200

SPECIAL
Water damage, normal attacks do x1.5 damage

ACQUIRE
Create: Customization (Phia)

LONGSWORD

BUY	SELL	COPY
100	25	40



ATK	HIT	AVD	GUTS	CRT
30	-	-	-	-

SPECIAL
N/A

ACQUIRE
Shops: Portmith, Durss
Pickpocket: Portmith, Van Castle, Silvalant City
Other: Roddick starting equipment, accept Badam's job in Haute

LONGSWORD +1

BUY	SELL	COPY
-	750	20



ATK	HIT	AVD	GUTS	CRT
200	10	-	-	60

SPECIAL
N/A

ACQUIRE
Create: Customization (Roddick, Ashlay)

LONGSWORD +2

BUY	SELL	COPY
-	1500	20



ATK	HIT	AVD	GUTS	CRT
350	25	-	-	60

SPECIAL
N/A

ACQUIRE
Create: Customization (Roddick, Ashlay)

LUXURIOUS SWORD

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
850	80	-	-	50

SPECIAL
GUTS +10

ACQUIRE
Maps: Muah Castle (x2)

MAGNIFYING BLADE

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
800	50	-	70	-

SPECIAL
Raise ATK 10% for each successful attack

ACQUIRE
Create: Customization (Cyuss)

METEOR CRUSHER

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
950	100	-	-	50

SPECIAL
Fire damage, reduce target DEF 10%

ACQUIRE
Create: Customization (Roddick, Ashlay)

METEOR STRIKER

BUY	SELL	COPY
-	200000	N/A



ATK	HIT	AVD	GUTS	CRT
1800	200	-	120	60

SPECIAL
Fire damage

ACQUIRE
Create: Customization (Cyuss)

MITHRIL SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
900	90	-	-	50

SPECIAL
N/A

ACQUIRE
Create: Customization (Roddick, Ashlay)

MOONFALX

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
800	70	-	-	50

SPECIAL
Light damage

ACQUIRE
Enemies: Brownie (2%)
Create: Customization (Roddick, Ashlay)

MURASAMA

BUY	SELL	COPY
-	-	N/A



ATK	HIT	AVD	GUTS	CRT
2000	300	-	-	80

SPECIAL
N/A

ACQUIRE
Maps: Cave of the Seven Stars

ROUNDEL DAGGER

BUY	SELL	COPY
-	50000	N/A



ATK	HIT	AVD	GUTS	CRT
350	35	20	-	140

SPECIAL
Accuracy 100%

ACQUIRE
Maps: Old Race Ruins
Create: Customization (Phia)

SABER

BUY	SELL	COPY
300	75	40



ATK	HIT	AVD	GUTS	CRT
50	-	-	-	-

SPECIAL
N/A

ACQUIRE
Shops: Portmith, Autanim, Tatroi, Durss
Pickpocket: Tatroi
Other: Puffy prize

SCUMBAG SLAYER

BUY	SELL	COPY
-	300	N/A



ATK	HIT	AVD	GUTS	CRT
1	-	-	-	40

SPECIAL
Chance to instant-kill Thieving Scum enemies

ACQUIRE
Pickpocket: Autanim, Astral City, Ionis

SEARING SWORD

BUY	SELL	COPY
-	25000	30



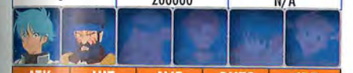
ATK	HIT	AVD	GUTS	CRT
1000	70	-	90	20

SPECIAL
Fire damage

ACQUIRE
Create: Customization (Cyuss)
Other: Coliseum A Rank prize (Cyuss)

SILVANCE

BUY	SELL	COPY
-	200000	N/A



ATK	HIT	AVD	GUTS	CRT
1600	200	-	-	70

SPECIAL
Wind, Light, & Dark damage

ACQUIRE
Create: Customization (Roddick, Ashlay)
Other: Santa's Boots (0.4%)

SILVER SWORD

BUY	SELL	COPY
-	2600	N/A



ATK	HIT	AVD	GUTS	CRT
180	10	-	30	10

SPECIAL
N/A

ACQUIRE
Maps: Astral Caves (?WEAPON)
Create: Customization (Cyuss)

SINCLAIR

BUY	SELL	COPY
2000	500	35



ATK	HIT	AVD	GUTS	CRT
130	-	-	-	-

SPECIAL
N/A

ACQUIRE
Shops: Tatroi, Astral City, Tropp, Ionis, Van City
Enemies: Armored Knight (4%)
Maps: Astral Caves
Pickpocket: Kraat
Other: Ashlay starting equipment

SLAYER SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
1200	100	-	100	60

SPECIAL
Wind damage, 2 hits per swing

ACQUIRE
Create: Customization (Cyuss)

SOULEATER

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
950	80	-	-	-

SPECIAL
Earth damage, 50% of damage converted to HP

ACQUIRE
Create: Customization (Roddick, Ashlay)

SWORD OF FORCE

BUY	SELL	COPY
-	40000	900



ATK	HIT	AVD	GUTS	CRT
900	60	-	80	-

SPECIAL
Forces enemies back

ACQUIRE
Create: Customization (Cyuss)

SWORD OF MARVELS

BUY	SELL	COPY
-	25000	30



ATK	HIT	AVD	GUTS	CRT
700	50	-	-	50

SPECIAL
100% accuracy

ACQUIRE
Enemies: Slayer (2%)
Create: Customization (Roddick, Ashlay)

SWORD OF STEALTH

BUY	SELL	COPY
-	25000	N/A



ATK	HIT	AVD	GUTS	CRT
750	60	-	-	-

SPECIAL
Water & Fire damage, reduce target movement by 10%

ACQUIRE
Create: Customization (Roddick, Ashlay)

SWORD OF STRENGTH

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
750	60	-	-	50

SPECIAL
Water damage, reduce target DEF 30%

ACQUIRE
Create: Customization (Roddick, Ashlay)
Other: Coliseum A Rank prize (Roddick, Ashlay)

THROWING DAGGER

BUY	SELL	COPY
-	50	40



ATK	HIT	AVD	GUTS	CRT
50	-	-	-	80

SPECIAL
N/A

ACQUIRE
Pickpocket: Muah Castle
Other: Phia starting equipment

TWO-HANDED SWORD

BUY	SELL	COPY
500	250	N/A



ATK	HIT	AVD	GUTS	CRT
50	-	10	-	-

SPECIAL
N/A

ACQUIRE
Shops: Portmith, Durss
Pickpocket: Silvalant City
Other: Cyuss starting equipment

VORPAL SWORD

BUY	SELL	COPY
-	100000	N/A



ATK	HIT	AVD	GUTS	CRT
1000	70	-	60	60

SPECIAL
Water damage, 2 hits per swing

ACQUIRE
Create: Customization (Cyuss)

WALLOON SWORD

BUY	SELL	COPY
4000	1000	35



ATK	HIT	AVD	GUTS	CRT
270	20	-	-	-

SPECIAL
N/A

ACQUIRE
Shops: Silvalant City, safe house
Enemies: Savant (2%)
Create: Customization (Roddick, Ashlay)

WIMPY SWORD

BUY	SELL	COPY
-	5	30



ATK	HIT	AVD	GUTS	CRT
1	-	-	-	1

SPECIAL
N/A

ACQUIRE
Pickpocket: Autanim, Tropp, Silvalant Castle
Create: Customization (Phia, Ashlay, T'nique)

ZWEIHANDER

BUY	SELL	COPY
400	1000	35



ATK	HIT	AVD	GUTS	CRT
300	15	-	30	20

SPECIAL
N/A

ACQUIRE
Shops: Van City
Create: Customization (Cyuss)

Rods





Rods are the weapon of choice for the dedicated magic-users in your party. Millie, Ioshua, and Erys can each equip any of the rods listed in this section.

CREAKY ROD

BUY	SELL	COPY
-	25	30

MAG	ATK	HIT	CRT
1	1	-	-

SPECIAL
N/A

ACQUIRE
Pickpocket: Ionis
Create: Customization (Millie, Ronyx, Ioshua, Mavelle, Erys, Welch)

CRESTED ROD

BUY	SELL	COPY
3000	1200	40

MAG	ATK	HIT	CRT
50	100	10	-

SPECIAL
N/A

ACQUIRE
Shops: Silvalant City, safe house

DRAGONSTAFF

BUY	SELL	COPY
-	30000	N/A

MAG	ATK	HIT	CRT
350	1000	160	50

SPECIAL
Increase magic damage inflicted

ACQUIRE
Create: Customization (Millie, Ioshua, Erys)

HOLY ROD

BUY	SELL	COPY
-	50000	N/A

MAG	ATK	HIT	CRT
250	350	80	25

SPECIAL
Light damage, recover 3% max HP every 5 seconds in battle

ACQUIRE
Create: Customization (Millie, Ioshua, Erys)

LUXURIOUS ROD

BUY	SELL	COPY
-	-	N/A

MAG	ATK	HIT	CRT
200	200	40	60

SPECIAL
N/A

ACQUIRE
Maps: Muah Castle (x2)

MINDHEALER

BUY	SELL	COPY
-	-	N/A

MAG	ATK	HIT	CRT
800	800	200	40

SPECIAL
LUC +30, STM +30, 20% of damage taken converted to MP recovery

ACQUIRE
Maps: Cave of the Seven Stars

MINDSOOTHER

BUY	SELL	COPY
-	25000	N/A

MAG	ATK	HIT	CRT
200	300	60	50

SPECIAL
MP consumption cut by one-third

ACQUIRE
Create: Customization (Millie, Ioshua, Erys)
Other: Coliseum A Rank Prize (Millie, Ioshua, Erys)

ROD

BUY	SELL	COPY
100	25	40

MAG	ATK	HIT	CRT
10	10	-	-

SPECIAL
N/A

ACQUIRE
Shops: Portmith, Autanim, Tatroi, Durss
Pickpocket: Astral City
Create: Customization (Millie, Ioshua, Erys)

ROD OF JEWELS

BUY	SELL	COPY
-	10000	N/A

MAG	ATK	HIT	CRT
100	150	20	10

SPECIAL
DEF +30

ACQUIRE
Maps: Mt. Eckdart
Create: Customization (Millie, Ioshua, Erys)

ROD OF THE FEATHER

BUY	SELL	COPY
-	58000	N/A

MAG	ATK	HIT	CRT
600	600	180	20

SPECIAL
LUC +10

ACQUIRE
Create: Customization (Millie, Ioshua, Erys)

RUBY WAND

BUY	SELL	COPY
1000	400	40

MAG	ATK	HIT	CRT
20	50	-	-

SPECIAL
N/A

ACQUIRE
Shops: Astral City, Tropp, Ionis
Pickpocket: Van Castle
Create: Customization (Millie)

SCEPTER OF THE BUNNY

BUY	SELL	COPY
-	12000	N/A

MAG	ATK	HIT	CRT
150	400	100	30

SPECIAL
Increases movement speed

ACQUIRE
Create: Customization (Millie, Ioshua, Erys)

Bows



These weapons are the sole domain of Ronyx, allowing him to attack from a distance.

ARBALEST

BUY	SELL	COPY
-	1250	36

ATK	HIT	SPECIAL
300	40	N/A

ACQUIRE
Maps: Purgatorium Inner Sanctum
Create: Customization (Ronyx)

BOW OF EXPLOSION

BUY	SELL	COPY
-	200000	N/A

ATK	HIT	SPECIAL
800	200	Fire damage

ACQUIRE
Create: Customization (Ronyx)

BOW OF LIGHTNING

BUY	SELL	COPY
-	-	N/A

ATK	HIT	SPECIAL
800	200	Wind damage

ACQUIRE
Maps: Cave of the Seven Stars

CROSSBOW

BUY	SELL	COPY
3000	1200	30

ATK	HIT	SPECIAL
200	10	N/A

ACQUIRE
Shops: Silvalant City, safe house
Create: Customization (Ronyx)

ELVEN BOW

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	SPECIAL
400	100	Accuracy rate 100%

ACQUIRE
Other: Gift from Foster for clearing all visible enemies from Mt. Eckdart forest (Ioshua required)

LONG BOW

BUY	SELL	COPY
2000	800	35

ATK	HIT	SPECIAL
150	-	N/A

ACQUIRE
Shops: Van City
Create: Customization (Ronyx)

SHORTBOW

BUY	SELL	COPY
-	30	40

ATK	HIT	SPECIAL
100	-	N/A

ACQUIRE
Pickpocket: Astral City
Create: Customization (Ronyx)
Other: Ronyx starting equipment

SILVER BOW

BUY	SELL	COPY
-	100000	N/A

ATK	HIT	SPECIAL
600	150	N/A

ACQUIRE
Create: Customization (Ronyx)
Other: Coliseum A Rank prize (Ronyx)

Knuckles




Both Ilia and Pericci use Knuckles to augment their hand-to-hand combat moves.

BLAZING KNUCKLES

BUY	SELL	COPY
-	25000	N/A

ATK	HIT	AVD	CRT
700	240	100	20

SPECIAL
Fire damage, normal attacks do x1.5 damage

ACQUIRE
Create: Customization (Ilia, Pericci)

BRASS KNUCKLES

BUY	SELL	COPY
200	50	40

ATK	HIT	AVD	CRT
50	15	-	-

SPECIAL
N/A

ACQUIRE
Shops: Portmith, Durss
Pickpocket: Astral City
Create: Customization (Pericci)

CESTUS

BUY	SELL	COPY
4500	1125	40

ATK	HIT	AVD	CRT
300	120	30	20

SPECIAL
N/A

ACQUIRE
Shops: Silvalant City, safe house

CESTUS OF POISON

BUY	SELL	COPY
-	20000	30

ATK	HIT	AVD	CRT
800	300	120	20

SPECIAL
Inflicts poison on target

ACQUIRE
Create: Customization (Ilia, Pericci)

DRAGON CLAW

BUY	SELL	COPY
-	150000	N/A

ATK	HIT	AVD	CRT
900	450	140	40

SPECIAL
Each swing hits 2 times

ACQUIRE
Create: Customization (Ilia, Pericci)

HARD KNUCKLES

BUY	SELL	COPY
800	200	40

ATK	HIT	AVD	CRT
100	60	-	-

SPECIAL
N/A

ACQUIRE
Shops: Autanim, Tatroi, Astral City, Tropp, Ionis
Pickpocket: Autanim
Create: Customization (Ilia, Pericci)

KAISER KNUCKLES



BUY	SELL	COPY
-	-	N/A

ATK	HIT	AVD	CRT
1100	600	160	50

SPECIAL
N/A; only Ilia can use

ACQUIRE
Maps: Cave of the Seven Stars

KNUCKLES +1

BUY	SELL	COPY
-	500	20

ATK	HIT	AVD	CRT
150	60	10	40

SPECIAL
N/A

ACQUIRE
Create: Customization (Ilia, Pericci)

KNUCKLES +2

BUY	SELL	COPY
-	2400	20

ATK	HIT	AVD	CRT
400	150	40	40

SPECIAL
N/A

ACQUIRE
Create: Customization (Ilia, Pericci)

METAL FANG

BUY	SELL	COPY
-	3000	N/A

ATK	HIT	AVD	CRT
500	180	200	40

SPECIAL
N/A

ACQUIRE
Maps: Demon World
Create: Customization (Ilia, Pericci)

RICKETY KNUCKLES

BUY	SELL	COPY
-	2	30

ATK	HIT	AVD	CRT
1	-	-	-

SPECIAL
N/A

ACQUIRE
Pickpocket: Muah Castle
Create: Customization (Ilia, Pericci)

SILVER KNUCKLES

BUY	SELL	COPY
-	5000	20

ATK	HIT	AVD	CRT
600	210	80	50

SPECIAL
N/A

ACQUIRE
Create: Customization (Ilia, Pericci)
Other: Coliseum A Rank prize (Ilia, Pericci)

TALONED KNUCKLES

BUY	SELL	COPY
3000	750	40

ATK	HIT	AVD	CRT
200	90	20	40

SPECIAL
N/A

ACQUIRE
Shops: Van City
Create: Customization (Ilia, Pericci)

XTRA KNUCKLES



BUY	SELL	COPY
-	-	N/A

ATK	HIT	AVD	CRT
1000	350	150	80

SPECIAL
GUTS +50; only Pericci can use

ACQUIRE
Maps: Cave of the Seven Stars

Orbs



Only Mavelle has the ability to use Orbs.

CRESCENT ORB

BUY	SELL	COPY
12000	6000	N/A

ATK	HIT	GUTS	STM	CRT
520	70	40	25	40

SPECIAL
Light damage

ACQUIRE
Shops: Silvalant City, safe house
Create: Customization (Mavelle)

FLAME ORB

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	GUTS	STM	CRT
1000	160	80	45	60

SPECIAL
Fire damage

ACQUIRE
Create: Customization (Mavelle)

HOLY ORB

BUY	SELL	COPY
-	-	N/A

ATK	HIT	GUTS	STM	CRT
1500	250	100	60	80

SPECIAL
Light damage

ACQUIRE
Maps: Cave of the Seven Stars

ORB OF DARKNESS

BUY	SELL	COPY
-	72000	N/A

ATK	HIT	GUTS	STM	CRT
1200	200	90	50	60

SPECIAL
Dark damage

ACQUIRE
Create: Customization (Mavelle)

ORB OF THE VALKYRIE

BUY	SELL	COPY
-	13500	N/A

ATK	HIT	GUTS	STM	CRT
600	80	50	30	40

SPECIAL
N/A

ACQUIRE
Maps: Old Race Ruins
Create: Customization (Mavelle)

RAVEN ORB

BUY	SELL	COPY
-	-	N/A

ATK	HIT	GUTS	STM	CRT
280	40	10	10	20

SPECIAL
Wind damage

ACQUIRE
Create: Customization (Mavelle)
Other: Mavelle starting equipment

RUBY ORB

BUY	SELL	COPY
5000	2000	N/A

ATK	HIT	GUTS	STM	CRT
360	50	20	15	30

SPECIAL
Fire damage

ACQUIRE
Shops: Tropp
Create: Customization (Mavelle)

RUNE ORB

BUY	SELL	COPY
-	45000	N/A

ATK	HIT	GUTS	STM	CRT
800	120	70	40	50

SPECIAL
N/A

ACQUIRE
Create: Customization (Mavelle)

SILVER ORB

BUY	SELL	COPY
-	31000	N/A

ATK	HIT	GUTS	STM	CRT
700	100	60	35	50

SPECIAL
N/A

ACQUIRE
Create: Customization (Mavelle)
Other: Coliseum A Rank prize (Mavelle)

WATER ORB

BUY	SELL	COPY
8000	3200	N/A

ATK	HIT	GUTS	STM	CRT
440	60	30	20	30

SPECIAL
Water damage

ACQUIRE
Shops: Van City
Create: Customization (Mavelle)

Staffs & Spears



Only T'nique has the skills needed to properly wield staffs and spears in battle.

DRAGON LANCE

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	AVD	CRT
1000	200	60	200

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

ENHANCED HALBERD

BUY	SELL	COPY
-	100000	N/A

ATK	HIT	AVD	CRT
1200	160	110	70

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

FLAMELANCER

BUY	SELL	COPY
-	100000	N/A

ATK	HIT	AVD	CRT
850	100	50	160

SPECIAL
Fire damage

ACQUIRE
Create: Customization (T'nique)
Other: Coliseum A Rank prize (T'nique)

HALBERD

BUY	SELL	COPY
-	12500	40

ATK	HIT	AVD	CRT
750	80	70	50

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

LONG SPEAR

BUY	SELL	COPY
-	1250	40

ATK	HIT	AVD	CRT
400	40	15	80

SPECIAL
N/A

ACQUIRE
Maps: Space-Time Laboratory
Create: Customization (T'nique)

LONG SPEAR +1

BUY	SELL	COPY
-	4000	20

ATK	HIT	AVD	CRT
500	50	20	100

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

LONG SPEAR +2

BUY	SELL	COPY
-	20000	20

ATK	HIT	AVD	CRT
600	70	30	120

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

QUARTERSTAFF

BUY	SELL	COPY
200	50	40

ATK	HIT	AVD	CRT
100	20	15	10

SPECIAL
N/A

ACQUIRE
Shops: Van City
Create: Customization (T'nique)
Other: T'nique starting equipment

SAINT'S HALBERD

BUY	SELL	COPY
-	100000	N/A

ATK	HIT	AVD	CRT
900	120	100	50

SPECIAL
Light damage

ACQUIRE
Create: Customization (T'nique)

SPEAR

BUY	SELL	COPY
4000	1000	40

ATK	HIT	AVD	CRT
300	30	10	60

SPECIAL
N/A

ACQUIRE
Shops: safe house
Create: Customization (T'nique)

SPINNING SPEAR

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	AVD	CRT
800	90	40	140

SPECIAL
Each swing hits 4 times

ACQUIRE
Create: Customization (T'nique)

STAR LANCE

BUY	SELL	COPY
-	-	N/A

ATK	HIT	AVD	CRT
1500	300	120	100

SPECIAL
Earth damage, GUTS +50

ACQUIRE
Maps: Cave of the Seven Stars

THREE SECTION STAFF

BUY	SELL	COPY
-	2500	40

ATK	HIT	AVD	CRT
550	120	55	40

SPECIAL
N/A

ACQUIRE
Create: Customization (T'nique)

WHIRLWIND

BUY	SELL	COPY
-	100000	20

ATK	HIT	AVD	CRT
500	10	50	160

SPECIAL
Wind damage

ACQUIRE
Create: Customization (T'nique)

Handy Sticks



These amusing weapons can only be used by Welch. Perhaps even more interesting, none of them have any special powers imbued upon them.

ANNOYING HANDY STICK

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	GUTS	LUCK	CRT
800	70	50	40	40

ACQUIRE
Create: Customization (Welch)
Other: Coliseum A Rank prize (Welch)

FINAL HANDY STICK

BUY	SELL	COPY
-	150000	N/A

ATK	HIT	GUTS	LUCK	CRT
1600	200	80	80	80

ACQUIRE
Create: Customization (Welch)

FURIOUS HANDY STICK

BUY	SELL	COPY
-	50000	N/A

ATK	HIT	GUTS	LUCK	CRT
900	90	60	50	50

ACQUIRE
Create: Customization (Welch)

FUZZY HANDY STICK

BUY	SELL	COPY
1000	250	30

ATK	HIT	GUTS	LUCK	CRT
250	20	-	-	10

ACQUIRE
Shops: Van City

HANDY STICK

BUY	SELL	COPY
200	50	35

ATK	HIT	GUTS	LUCK	CRT
150	15	-	-	-

ACQUIRE
Shops: Durss
Create: Customization (Welch)
Other: Welch starting equipment

PLAYFUL HANDY STICK

BUY	SELL	COPY
4000	1000	30

ATK	HIT	GUTS	LUCK	CRT
350	25	10	5	15

ACQUIRE
Shops: Silvalant City, safe house
Create: Customization (Welch)

STERN HANDY STICK

BUY	SELL	COPY
-	100000	N/A

ATK	HIT	GUTS	LUCK	CRT
1000	120	70	60	60

ACQUIRE
Create: Customization (Welch)

TEDIOUS HANDY STICK

BUY	SELL	COPY
-	2000	20

ATK	HIT	GUTS	LUCK	CRT
500	30	20	10	20

ACQUIRE
Maps: Space-Time Laboratory
Create: Customization (Welch)

TENSE HANDY STICK

BUY	SELL	COPY
-	4000	20

ATK	HIT	GUTS	LUCK	CRT
600	40	30	20	25

ACQUIRE
Create: Customization (Welch)

VIOLENT HANDY STICK

BUY	SELL	COPY
-	-	N/A

ATK	HIT	GUTS	LUCK	CRT
2000	300	100	100	100

ACQUIRE
Maps: Cave of the Seven Stars

WORRYING HANDY STICK

BUY	SELL	COPY
-	4000	10

ATK	HIT	GUTS	LUCK	CRT
700	50	40	30	30

ACQUIRE
Create: Customization (Welch)

ARMOR

(1) **Buy/Sell:** The item's normal rate when buying or selling in a shop. A dash in the Buy column indicates you cannot purchase the item in shops and must acquire it another way. Some items cannot be sold!

(2) **Copy:** This number is used when attempting the Replication specialty to make a duplicate of the item. The higher this number, the easier it is to Replicate. Some items cannot be Replicated, though.

(3) **Equip:** Certain pieces of equipment (weapons, armor, accessories) can only be worn by certain characters. Those characters who can equip it are listed in this area.

(4) **Stats:** Changes to your character's stats (ATK, DEF, GUTS, etc.) for weapons and armor.

(5) **Elements:** Certain pieces of armor and accessories alter your character's tolerances to elemental-based attacks. Numbers indicate the amount of change in damage received for those elements. "Heal" means attacks of that element type are absorbed as HP!

(6) **Special:** Some equippable items have special abilities, such as elemental-based attacks for weapons, regenerative abilities for armor and accessories, and so on. Stat changes for accessories are also listed here.

(7) **Acquire:** How you can obtain the item. Acquisition methods are divided into types for ease of use.

LEATHER ARMOR



BUY (1)	SELL	COPY (2)
-	12	40

(4) DEF	AVD	EARTH	WATER	(5) FIRE	WIND	LIGHT	DARK
6	-	-	-	-	-	-	-

(6) SPECIAL
Decreases chance of knockback

ACQUIRE (7)
Pickpocket: Muah Castle
Other: Roddick & Cyuss starting equipment

Resisting the Elements

Some pieces of armor are strong against certain elemental attacks. Only those pieces with reduced damage rates are given percentages (0% means the character takes no damage from that attack style). Certain pieces of armor even absorb elemental damage and convert it to healing HP!

Helmet

BERET



BUY	SELL	COPY
30000	7500	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
0	-	-	-	-	-	-	-

SPECIAL
Increase Writing success rate 10%

ACQUIRE
Shops: Ionis

CROWN



BUY	SELL	COPY
-	4000	4

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL
--

ACQUIRE
Pickpocket: Tatroi
Create: Crafting (Green Beryl)

DREAM CROWN



BUY	SELL	COPY
-	125000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
40	-	-	-	Heal	Heal	-	-

SPECIAL
Healing effect does not work when wearer has fallen in battle

ACQUIRE
Maps: Revorse Tower
Create: Blacksmith (Orichalcum)

DUELING HELMET



BUY	SELL	COPY
-	12500	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	-	-	-	-	-	-	-

SPECIAL
--

ACQUIRE
Create: Blacksmith (Damascus)

DWARVEN HELMET



BUY	SELL	COPY
-	8000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
60	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Maps: Mt. Metorx Mines Create: Blacksmith (Damascus)

ELVEN CAP



BUY	SELL	COPY
-	24000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
25	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Maps: Mt. Eckdart, Old Race Ruins, Space-Time Laboratory Other: Arena A Rank prize (Millie, Ioshua, Mavelle, Erys)

FROGHEAD



BUY	SELL	COPY
-	700	

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
30	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5	Maps: Muah Castle Create: Crafting (Crystal) Other: Magic Jar (2%)

GOLD CROWN



BUY	SELL	COPY
-	4000	80

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
5	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Crafting (Gold)

HERMIT'S CAP



BUY	SELL	COPY
-	15000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
35	20	-	-	50%	-	-	-

SPECIAL	ACQUIRE
--	Maps: Revorse Tower Create: Blacksmith (Orichalcum) Other: Arena A Rank prize (Ronyx, Ilia, T'nique, Pericci, Welch)

IRON HELMET

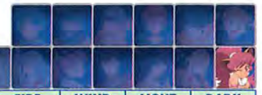


BUY	SELL	COPY
1200	300	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1200	300	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Ionis

KITTY HAIRBAND



BUY	SELL	COPY
-	20000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
25	10	-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK +10	Maps: Space-Time Laboratory (?ARMOR) Create: Blacksmith (Iron)

LEATHER HELMET



BUY	SELL	COPY
80	20	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
2	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Portmith, Autanim, Tatroi, Durss Pickpocket: Silvalant City Other: Cyuss starting equipment

MITHRIL HELMET



BUY	SELL	COPY
-	7500	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
70	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Maps: Revorse Tower Create: Blacksmith (Mithril) Other: Arena A Rank prize (Roddick, Cyuss, Phia, Ashlay)

PADDED HELMET



BUY	SELL	COPY
600	150	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
10	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Autanim, Tatroi, Astral City, Tropp Pickpocket: Astral City Other: Ashlay starting equipment

PLATE HELMET



BUY	SELL	COPY
2800	700	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
30	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Silvalant City

STEEL HELMET



BUY	SELL	COPY
-	1125	35

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
50	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Maps: Mt. Metorx Mines, Old Race Ruins Create: Blacksmith (Meteorite)

SYLVAN HELMET



BUY	SELL	COPY
-	40000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
80	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Blacksmith (Meteorite) Other: Santa's Boots (0.4%)

WEIRD CAP



BUY	SELL	COPY
-	2	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Customization (Phia)

WEIRD HELMET



BUY	SELL	COPY
-	30	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Pickpocket: Astral City Create: Customization (Ashlay, Cyuss)

Shields

ANKH SHIELD



BUY	SELL	COPY
-	2500	1

DEF	AVD
20	80

SPECIAL	ACQUIRE
--	Maps: Mt. Metorx Mines Create: Blacksmith (Iron)

DWARVEN GUARD



BUY	SELL	COPY
-	8000	1

DEF	AVD
25	85

SPECIAL	ACQUIRE
--	Maps: Mt. Metorx Mines Create: Blacksmith (Damascus)

FINE SHIELD



BUY	SELL	COPY
-	750	35

DEF	AVD
15	75

SPECIAL	ACQUIRE
--	Maps: Mt. Eckdart Create: Blacksmith (Iron)

KNIGHT'S SHIELD



BUY	SELL	COPY
1100	275	40

DEF	AVD
10	70

SPECIAL	ACQUIRE
--	Shops: Tropp, Van City Create: Blacksmith (Iron) Other: Phia starting equipment

MITHRIL SHIELD



BUY	SELL	COPY
-	7500	1

DEF	AVD
30	90

SPECIAL	ACQUIRE
Prevents paralysis	Maps: Revorse Tower Create: Blacksmith (Mithril)

ROUND SHIELD



BUY	SELL	COPY
180	45	40

DEF	AVD
4	60

SPECIAL	ACQUIRE
--	Shops: Portmith, Autanim, Tatroi, Astral City, Ionis, Durss Pickpocket: Eckdart

WEIRD GAUNTLET



BUY	SELL	COPY
-	12	30

DEF	AVD
1	10

SPECIAL	ACQUIRE
--	Create: Blacksmith (failed attempt)

WEIRD SHIELD



BUY	SELL	COPY
-	100	30

DEF	AVD
1	10

SPECIAL	ACQUIRE
--	Create: Customization (Roddick)

WOODEN SHIELD



BUY	SELL	COPY	DEF	AVD	SPECIAL	ACQUIRE
-	11	40	2	50	--	Pickpocket: Portmith Other: Roddick starting equipment

Armor

AMBER ROBE



BUY	SELL	COPY
800	200	35

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
20	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Ionis

BATTLE SUIT



BUY	SELL	COPY
-	100000	4

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
500	150	-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +50, decreases chance of knockback	Create: Blacksmith (Moonrock)

BIKINI



BUY	SELL	COPY
100	25	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
24	10	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Portmith, Durss Other: Pericci starting equipment

BRIGANDINE



BUY	SELL	COPY
1800	450	35

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
30	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Ionis Other: Ronyx starting equipment

CLOAK OF THE STARS



BUY	SELL	COPY
-	100000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
220	-	-	-	-	-	50%	-

SPECIAL	ACQUIRE
MAG +100, MAG bonus reduced when status effects are in place	Create: Blacksmith (Rune Metal) Other: Santa's Boots (0.4%)

DUELING SUIT



BUY	SELL	COPY
-	75000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
300	100	50%	-	50%	50%	-	-

SPECIAL	ACQUIRE
GUTS +20, prevents petrification	Create: Blacksmith (Moonrock) Other: Santa's Boots (0.4%), Arena A Rank prize (T'nique)

DWARVEN MAIL

BUY	SELL	COPY
-	20000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
200	-	-	-	50%	-	-	-

SPECIAL	ACQUIRE
--	Maps: Mt. Metorx Mines Create: Blacksmith (Damascus)

FASHIONABLE BIKINI

BUY	SELL	COPY
1800	450	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	50	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Van City, Silvalant City

HOLEY ARMOR

BUY	SELL	COPY
-	12	20

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Blacksmith (failed attempt)

HOLY CLOAK

BUY	SELL	COPY
10000	2500	23

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	-	-	-	-	-	Heal	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Silvalant City

KITTY ARMOR

BUY	SELL	COPY
-	40000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
500	150	0%	-	0%	-	-	-

SPECIAL	ACQUIRE
GUTS +50	Create: Blacksmith (Moonrock)

KITTY SUIT

BUY	SELL	COPY
-	8000	4

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
200	120	-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5, decreases chance of knockback	Maps: Old Race Ruins Create: Blacksmith (Moonrock)

KUNG FU TOP

BUY	SELL	COPY
3200	800	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	50	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Astral City, Tropp, Ionis, Van City

LEATHER ARMOR

BUY	SELL	COPY
-	12	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
6	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Pickpocket: Muah Castle Other: Roddick & Cyuss starting equipment

LUXURIOUS ARMOR

BUY	SELL	COPY
-	200000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
250	30	-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +10, decreases chance of knockback	Maps: Muah Castle (x2)

LUXURIOUS ROBE

BUY	SELL	COPY
-	150000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
200	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +20	Maps: Muah Castle (x2)

MAGIC BIKINI

BUY	SELL	COPY
-	20000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
300	100	50%	-	50%	50%	-	-

SPECIAL	ACQUIRE
GUTS +20	Create: Blacksmith (Damascus) Other: Arena A Rank prize (Pericci)

MARTIAL ARTS OUTFIT

BUY	SELL	COPY
1200	300	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
20	10	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Portmith, Autanim, Tatroi, Durss Other: T'nique & Welch starting equipment

MITHRIL MESH

BUY	SELL	COPY
-	12500	2

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
200	-	-	50%	50%	50%	-	-

SPECIAL	ACQUIRE
--	Maps: Revorse Tower Create: Blacksmith (Mithril) Other: Arena A Rank prize (Roddick, Millie, Ronyx, Ilia, Cyuss, Phia, Ioshua, Mavelle, Ashlay, Erys, Welch)

PADDED ARMOR

BUY	SELL	COPY
300	75	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
12	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Portmith, Autanim, Tatroi, Durss Other: Ashlay starting equipment

PLATE ARMOR

BUY	SELL	COPY
4200	1050	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
90	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Silvalant City

REFLECTING PLATE

BUY	SELL	COPY
-	100000	1

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
300	-	-	-	50%	50%	Heal	-

SPECIAL	ACQUIRE
GUTS +20, chance of reflecting damage back to enemy, recover 2% max MP every 5 seconds in battle	Create: Blacksmith (Orichalcum)

RING MAIL

BUY	SELL	COPY
600	150	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
20	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Astral City, Tropp Other: Phia starting equipment

ROBE

BUY	SELL	COPY
-	12	40

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
4	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Pickpocket: Astral Castle Other: Millie & Erys starting equipment

ROBE OF DECEPTION

BUY	SELL	COPY
-	30000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	100	-	-	-	0%	0%	-

SPECIAL	ACQUIRE
MAG +60, GUTS +50, prevents petrification	Maps: Mt. Eckdart, Space-Time Laboratory Create: Blacksmith (Rune Metal)

SHAOLIN TOP

BUY	SELL	COPY
3000	750	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
100	50	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Van City, Silvalant City

SILK ROBE

BUY	SELL	COPY
200	50	35

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
10	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Portmith, Autanim, Tatroi, Durss Other: Ioshua & Mavelle starting equipment

SILVER ROBE

BUY	SELL	COPY
3000	750	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
35	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG +30	Shops: Van City

STEEL ARMOR

BUY	SELL	COPY
-	2500	30

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
150	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
Decreases chance of knockback	Shops: Mt Metorx Mines, Old Race Ruins Create: Blacksmith (Meteorite)

SYLVAN MAIL

BUY	SELL	COPY
-	30000	N/A

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
250	-	-	-	-	50%	-	50%

SPECIAL	ACQUIRE
Prevents petrification, decreases chance of knockback	Maps: Revorse Tower Create: Blacksmith (Meteorite) Other: Santa's Boots (0.4%)

TATTERED BIKINI

BUY	SELL	COPY
-	1	80

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Customization (Pericci)

WEIRD ARMOR

BUY	SELL	COPY
-	37	20

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Create: Blacksmith (failed attempt)

WEIRD CLOTHING

BUY	SELL	COPY
-	20	20

DEF	AVD	EARTH	WATER	FIRE	WIND	LIGHT	DARK
1	-	-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Pickpocket: Autanim, Silvalant City Create: Customization (Millie, Ronyx, Ioshua, Erys)

Greaves

BOOTS

BUY	SELL	COPY
50	12	40
DEF	**AVD**	**ACQUIRE**
3	10	Shops: Portmith, Van City, Durss
		Pickpocket: Van City
		Other: Ronyx starting equipment

DWARVEN BOOTS

BUY	SELL	COPY
-	4000	1
DEF	**AVD**	**ACQUIRE**
20	-	Maps: Mt. Metorx Mines (?ARMOR)
		Create: Blacksmith (Damascus)

ELVEN SLIPPERS

BUY	SELL	COPY
-	8000	1
DEF	**AVD**	**ACQUIRE**
50	25	Maps: Old Race Ruins, Space-Time Laboratory

GLASS SLIPPERS

BUY	SELL	COPY
-	1000	50
DEF	**AVD**	**ACQUIRE**
10	20	Create: Craft (Crystal)

IRON GREAVES

BUY	SELL	COPY
300	75	40
DEF	**AVD**	**ACQUIRE**
10	-	Shops: Autanim, Tatroi, Astral City, Tropp, Ionis
		Other: Ashlay starting equipment

KUNG FU SHOES

BUY	SELL	COPY
2200	550	20
DEF	**AVD**	**ACQUIRE**
30	80	Shops: Ionis, Van City

LEATHER BOOTS

BUY	SELL	COPY
800	200	40
DEF	**AVD**	**ACQUIRE**
15	20	Shops: Van City

LEATHER GREAVES

BUY	SELL	COPY
100	25	40
DEF	**AVD**	**ACQUIRE**
5	-	Shops: Portmith, Autanim, Tatroi, Durss
		Pickpocket: Autanim
		Other: Roddick & Cyuss starting equipment

MARTIAL ARTS SHOES

BUY	SELL	COPY
920	230	35
DEF	**AVD**	**ACQUIRE**
15	40	Shops: Van City

MITHRIL GREAVES

BUY	SELL	COPY
-	7500	1
DEF	**AVD**	**ACQUIRE**
75	-	Maps: Revorse Tower
		Create: Blacksmith (Mithril)
		Other: Arena A Rank prize (Roddick, Cyuss, Phia, Ashlay)

PLATE GREAVES

BUY	SELL	COPY
1300	325	40
DEF	**AVD**	**ACQUIRE**
20	-	Shops: Van City, Silvalant City
		Other: Phia starting equipment

SANDALS

BUY	SELL	COPY
30	7	40
DEF	**AVD**	**ACQUIRE**
2	10	Shops: Van City
		Pickpocket: Tatroi
		Other: Millie, Joshua, Mavelle, Erys starting equipment

SHAOLIN SHOES

BUY	SELL	COPY
2200	550	20
DEF	**AVD**	**ACQUIRE**
30	80	Shops: Van City

SILVER GREAVES

BUY	SELL	COPY
-	1250	30
DEF	**AVD**	**ACQUIRE**
30	-	Maps: Mt. Metorx Mines, Old Race Ruins (x2)
		Create: Blacksmith (Meteorite)

SUEDE BOOTS

BUY	SELL	COPY
400	100	40
DEF	**AVD**	**ACQUIRE**
8	15	Shops: Van City

SYLVAN BOOTS

BUY	SELL	COPY
-	50000	1
DEF	**AVD**	**ACQUIRE**
100	-	Other: Blacksmith (Meteorite), Santa's Boots (0.4%)

WEIRD BOOTS

BUY	SELL	COPY
-	37	20
DEF	**AVD**	**ACQUIRE**
1	-	Create: Blacksmith (failed attempt)

WEIRD SHOES

BUY	SELL	COPY
-	12	10
DEF	**AVD**	**ACQUIRE**
1	-	Pickpocket: Ionis
		Create: Customization (Mavelle, T'nique)

ACCESSORIES

Every character can equip two accessories. These pieces have a vast range of effects on your characters. Some change their wearers' battle statistics or their elemental strengths and weaknesses. Other pieces can affect skills, making them more proficient. Certain ones even grant new powers! Play around with various combinations!

Crafting Accessories

Many of these accessories are acquired by Crafting them from Minerals. But did you know that you can use most Minerals as accessories as they are? It's true! All of the equippable Minerals are also listed in this chapter.

(1) **Buy/Sell:** The item's normal rate when buying or selling in a shop. A dash in the Buy column indicates you cannot purchase the item in shops and must acquire it another way. Some items cannot be sold!
(2) **Copy:** This number is used when attempting the Replication specialty to make a duplicate of the item. The higher this number, the easier it is to Replicate. Some items cannot be Replicated, though.
(3) **Equip:** Certain pieces of equipment (weapons, armor, accessories) can only be worn by certain characters. Those characters who can equip it are listed in this column.
(4) **Elements:** Certain pieces of armor and accessories alter your character's tolerances to elemental-based attacks. Numbers indicate the amount of change in damage received for those elements (Earth, Water, Fire, Wind, Light, and Dark). "Heal" means attacks of that element type are absorbed as HP!
(5) **Special:** Some equippable items have special abilities, such as elemental-based attacks for weapons, regenerative abilities for armor and accessories, and so on. Stat changes for accessories are also listed here.
(6) **Acquire:** How you can obtain the item. Acquisition methods are divided into types for ease of use.

GOLD CROSS

BUY (1)	SELL	COPY (2)
-	10000	1

(4) EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	50%	-	-	-

SPECIAL (5)	ACQUIRE (6)
HIT +50	Create: Crafting (Gold)

AMULET OF FREEDOM

BUY	SELL	COPY
-	800	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Prevents paralysis ailment	Maps: Kraat, Space-Time Laboratory
	Create: Crafting (Iron)
	Other: Santa's Boots (7.8%)

ANGELIC HEADBAND

BUY	SELL	COPY
-	500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +5	Create: Crafting (Sapphire)

ANKLET

BUY	SELL	COPY
-	300	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +3	Pickpocket: Ionis
	Create: Crafting (Sapphire)

AMULET OF ANTIVENIN

BUY	SELL	COPY
1000	500	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Prevents poison ailment	Shops: Autanim, Tatroi, Astral City, Tropp
	Maps: Autanim, Astral Caves
	Other: Santa's Boots (7.8%)

AMULET OF FLEXIBILITY

BUY	SELL	COPY
-	1000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Prevents petrification ailment	Maps: Labyrinth of Champions
	Create: Crafting (Iron)

ARCHANGEL'S BRACELET

BUY	SELL	COPY
-	5000000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	50%	Heal	50%	50%	50%

SPECIAL	ACQUIRE
ATK/DEF/HIT/AVD/GUTS/LUC +60, MAG +200, increased resistance to status effects	Maps: Cave of the Seven Stars
	Enemies: Gabriella (10%)

BERSERKER RING

BUY	SELL	COPY
-	1800	23

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Always in berserker rage	Pickpocket: Van City
	Create: Crafting (Ruby)

BLUE TALISMAN

BUY	SELL	COPY
-	8000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	-	-	-	-

SPECIAL	ACQUIRE
STM +12, DEF increased 30%	Create: Crafting (Sapphire)

BREEZE EARRING

BUY	SELL	COPY
-	5500	25

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +15, movement speed increased	Create: Crafting (Rainbow Diamond)

CHAIN OF MIGHT

BUY	SELL	COPY
-	10000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
STM +30, ATK increased 30%	Create: Crafting (Green Beryl)

AQUA RING

BUY	SELL	COPY
-	2000	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	0%	200%	-	-	-

SPECIAL	ACQUIRE
--	Maps: Purgatorium Inner Sanctum
	Create: Crafting (Sapphire)

ASTRAL RING

BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
STM +10	Other: Phia starting equipment

BLOOD EARRING

BUY	SELL	COPY
-	1500	25

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
10% chance of physical damage taken converted to HP recovery	Create: Crafting (Ruby)

BRACELET OF GAMBLING

BUY	SELL	COPY
-	3200	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Randomly changes damage received per hit anywhere from 25% to 200%	Create: Crafting (Green Beryl)

BROOCH

BUY	SELL	COPY
2500	1875	23

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Shops: Eckdart
	Other: Magic Jar (2%)

COMBO LINK

BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Link 2 special arts into an attack combo	Maps: Van y Silvant Cave

CRYSTAL

BUY	SELL	COPY
2000	500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Shops: Autanim, Astral City, Eckdart, safe house
	Maps: Astral Caves (x2, Pickaxe)
	Enemies: Sandworm (8%), Velkhent Chief (8%)
	Pickpocket: Tatroi, Van Castle, Silvalant Castle
	Create: Alchemy (Level 3), Survival

DIAMOND

BUY	SELL	COPY
3000	750	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Shops: Astral City, Eckdart, Ionis, safe house
	Maps: Autanim, Labyrinth of Champions (Pickaxe)
	Enemies: Savage (8%)
	Pickpocket: Tropp, Van City
	Create: Alchemy (Level 4)
	Other: Arena B Rank prize (Roddick, Ronyx, Cyuss, Phia, Ashlay, Welch), Survival, Magic Jar (2%)

EARRING OF FRENZY

BUY	SELL	COPY
-	10000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK doubles, HIT rate halved	Other: Crafting (Moonrock)

EARRING OF READINESS

BUY	SELL	COPY
-	6000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	50%

SPECIAL	ACQUIRE
LUCK +20, prevents back attacks against wearer	Create: Crafting (Diamond)

EMERALD EARRING

BUY	SELL	COPY
-	5000	10

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	-	-

SPECIAL	ACQUIRE
Hasten Speech skill raised to Level 6	Create: Crafting (Green Beryl)

DAMASCUS

BUY	SELL	COPY
-	2500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	-	-	-	50%

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Silvalant Castle, Old Race Ruins (?MINERAL, Pickaxe)
	Enemies: Bloodworm (8%)
	Pickpocket: Astral City
	Create: Alchemy (Level 6)
	Other: Arena B Rank prize (Millie, Ilia, Ioshua, Mavelle, T'nique, Pericci, Erys), Survival, Magic Jar (3.9%)

DREAM BRACELET

BUY	SELL	COPY
-	5000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Character level +1	Create: Crafting (Rainbow Diamond)

EARRING OF MAGNETISM

BUY	SELL	COPY
-	2400	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK/GUTS/CRT +20, random encounter rate increased	Create: Crafting (Diamond)

EARRING OF THE WINDS

BUY	SELL	COPY
-	2000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	-	-

SPECIAL	ACQUIRE
--	Create: Crafting (Diamond)

EMERALD RING

BUY	SELL	COPY
-	8000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
STM +10, reduce MP cost for magic attacks by one-third	Maps: Mt. Metorx Mines, Van Castle, Demon World
	Create: Crafting (Green Beryl)
	Other: Magic Jar (0.8%)

FAERIE RING



BUY	SELL	COPY
-	15000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MP cost reduced by 50%	Maps: Space-Time Laboratory, Cave of the Seven Stars
	Create: Crafting (Green Beryl)

FAERIE TEAR



BUY	SELL	COPY
-	10000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	200%	-	-	-

SPECIAL	ACQUIRE
5% received spell damage converted to MP recovery	Enemies: Asmodeus (20%)

FEATHER RING



BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +5	Other: Joshua starting equipment

FIRE RING



BUY	SELL	COPY
-	5000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	200%	50%	-	-	-

SPECIAL	ACQUIRE
MAG/GUTS/STM +10, Fire magic damage increased 30%	Create: Crafting (Ruby)

FLARE RING



BUY	SELL	COPY
-	2000	10

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	200%	0%	-	-	-

SPECIAL	ACQUIRE
--	Maps: Purgatorium Inner Sanctum
	Create: Crafting (Ruby)
	Other: Joshua starting equipment, Magic Jar (0.8%)

FLINT



BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Create spark outside of battle	Other: Defeat Velkhent in pirates' hideout

FOOT INSIGNIA



BUY	SELL	COPY
-	3500	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK increased 10%, HIT increased 30%	Maps: Demon World
	Create: Crafting (Sapphire)

GALE EARRING



BUY	SELL	COPY
-	3000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	-	-

SPECIAL	ACQUIRE
HIT/AVD +10, CRT +15, physical attacks get 1 extra hit	Enemies: Del Argosy (100%)

GLITTERING EARRING



BUY	SELL	COPY
-	800	21

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	50%	-

SPECIAL	ACQUIRE
--	Create: Crafting (Diamond)

GOLD



BUY	SELL	COPY
300	75	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +1/Mineral used for Crafting	Shops: Eckdart, safe house
	Pickpocket: Portmith, Eckdart, Silvalant City
	Create: Alchemy (Level 1)
	Other: Arena E Rank prize, Survival

GOLD BRACELET



BUY	SELL	COPY
-	2500	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +10	Create: Crafting (Gold)

GOLD CROSS



BUY	SELL	COPY
-	10000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	50%	-	-	-

SPECIAL	ACQUIRE
HIT +50	Create: Crafting (Gold)

GOLD EARRING



BUY	SELL	COPY
-	3000	

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD increased 10%	Create: Crafting (Gold)

GOLD IDOL



BUY	SELL	COPY
-	3000	60

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
HIT +1	Create: Crafting (Gold)
	Other: Santa's Boots (3.9%)

GOLD RING



BUY	SELL	COPY
-	4000	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +1	Maps: Cave of the Seven Stars
	Create: Crafting (Gold)
	Other: Magic Jar (0.8%)

GOLDEN BROOCH



BUY	SELL	COPY
-	2000	4

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5	Create: Crafting (Gold)
	Other: Santa's Boots (3.9%)

GOOD LUCK CHARM



BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	50%	50%

SPECIAL	ACQUIRE
ATK +200, DEF +15, HIT/GUTS/CRT +20, AVD +25, MAG +5, LUCK +80	Other: Sylvant PA with Millie

GREEN BERYL



BUY	SELL	COPY
2000	500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	-	-	-	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Shops: Eckdart, safe house
	Maps: Astral Caves (Pickaxe), Demon World, Labyrinth of Champions (Pickaxe), Van y Silvalant Cave
	Enemies: Velkhent (8%)
	Pickpocket: Kraat, Astral Castle, Tropp, Silvalant City
	Create: Alchemy (Level 3)
	Other: Survival

GREEN BRACELET



BUY	SELL	COPY
-	500	25

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS/LUCK +5	Create: Crafting (Green Beryl)

HAMMER CHARM



BUY	SELL	COPY
-	5000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5, decreases duration of daze effect by half	Maps: Space-Time Laboratory
	Create: Crafting (Philosopher's Stone)
	Other: Reward for clearing Muah Castle Treasury

HEAVY RING



BUY	SELL	COPY
-	10	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	200%

SPECIAL	ACQUIRE
DEF/CRT +2, GUTS +5	Create: Crafting (failed attempt)
	Other: Magic Jar (3.9%)

HEFTY EARRING



BUY	SELL	COPY
-	3000	22

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK increased 30%, HIT decreased 10%	Create: Crafting (Iron)

HEFTY RING



BUY	SELL	COPY
-	1600	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	200%	200%	-	-

SPECIAL	ACQUIRE
GUTS +10, CRT +5, reduces chances of knockback	Create: Crafting (Iron)

HOLY RING



BUY	SELL	COPY
-	3000	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
10% chance of canceling all damage from attacks	Create: Crafting (Crystal)

INTIMIDATION PENDANT



BUY	SELL	COPY
-	1500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Enemies tend to stay away from wearer in battle	Pickpocket: Haute
	Create: Crafting (Crystal)

IRON



BUY	SELL	COPY
150	37	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
HIT +1/Mineral used for Crafting and Alchemy	Shops: Autanim, Tatroi, Astral City, Eckdart, Ionis, safe house
	Maps: Astral Caves (Pickaxe), Revorse Tower
	Enemies: Fellworm (8%)
	Pickpocket: Portmith, Autanim, Tatroi, Astral Castle, Eckdart, Van City, Dursss, Silvalant City
	Other: Survival

LAME EARRING



BUY	SELL	COPY
-	10	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Pickpocket: Portmith
	Create: Crafting (failed attempt)

LAVISH IDOL



BUY	SELL	COPY
-	5000	60

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG +1	Create: Crafting (Diamond)

LEAF PENDANT



BUY	SELL	COPY
-	5000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
LUCK +10, DEF increased 30%	Enemies: Ruffian (10%)

LEVITATION RING



BUY	SELL	COPY
-	5000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Other: Santa's Boots (5.9%)

LIGHT CROSS



BUY	SELL	COPY
-	18000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	200%	50%	200%	50%	200%

SPECIAL	ACQUIRE
HIT +40, MAG/STM +20, CRT +10, max HP +1000	Create: Crafting (Rainbow Diamond)

LUNAR CHARM



BUY	SELL	COPY
-	10000	8

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Max MP increased 30%	Create: Crafting (Moonrock)

LUNAR TALISMAN



BUY	SELL	COPY
-	12000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +20, Max HP increased 20%	Create: Crafting (Moonrock)
	Other: Astral City/Castle reward for defeating Darth Widow

MAGIC CROSS



BUY	SELL	COPY
-	700	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	50%	50%

SPECIAL	ACQUIRE
10% chance of reflecting all received damage back at enemy	Create: Crafting (Rainbow Diamond)

MAGIC JAR



BUY	SELL	COPY
-	1	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Produces random items from list	Maps: Oracle Room (Oracle specialty Lv. 10)

MAGICIAN'S GLOVE



BUY	SELL	COPY
-	100000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Enables Pickpocketing with a 5% bonus to success rate	Pickpocket: Autanim
	Create: Machinist

MALLET CHARM



BUY	SELL	COPY
-	7000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +10, prevents daze effect	Create: Crafting (Philosopher's Stone)

METEOR RING



BUY	SELL	COPY
-	1666	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5, STM +10, CRT +1, each physical attack hits twice	Pickpocket: Tatroi

METEORITE



BUY	SELL	COPY
-	17500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	-	-	-	50%	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Old Race Ruins (Pickaxe), Old Race Ruins (?MINERAL, Pickaxe)
	Enemies: Dark Eye (?MINERAL) (20%)
	Pickpocket: Eckdart
	Create: Alchemy (Level 8 + Lezard Flask)
	Other: Arena B Rank prize (Millie, Ilia, Ioshua, Mavelle, T'nique, Pericci, Erys), Magic Jar (2%)

MIND RING



BUY	SELL	COPY
-	5000	10

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	200%	-	-

SPECIAL	ACQUIRE
Restores 2% max MP every 10 seconds in battle	Create: Crafting (Philosopher's Stone)

MIST INSIGNIA



BUY	SELL	COPY
-	5000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG increased 10%	Maps: Purgatorium Inner Sanctum
	Create: Crafting (Philosopher's Stone)

MITHRIL



BUY	SELL	COPY
-	50000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	50%	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Mt. Metorx Mines (?MINERAL, Pickaxe), Labyrinth of Champions (Pickaxe), Old Race Ruins (Pickaxe), Purgatorium (?MINERAL), Space-Time Laboratory, Army Camp, Revorse Tower
	Create: Alchemy (Level 8 + Lezard Flask)

MOON EARRING



BUY	SELL	COPY
-	7000	21

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
10% chance of deflecting received damage onto nearby ally	Create: Crafting (Moonrock)

MOONLIGHT



BUY	SELL	COPY
-	10000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Max HP & MP increased 20%	Create: Crafting (Moonrock)

MOONROCK



BUY	SELL	COPY
-	25000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	-	-	50%	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Old Race Ruins (?MINERAL, Pickaxe)
	Enemies: Larva Worm (?MINERAL) (8%)
	Create: Alchemy (Level 8 + Lezard Flask)
	Other: Arena B Rank prize (Roddick, Ronyx, Cyuss, Phia, Ashlay, Welch), Survival, Magic Jar (2%)

MYSTIC AMULET



BUY	SELL	COPY
-	2000	15

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Increases chances of successful escape from battle	Create: Crafting (Rainbow Diamond)

NECKLACE



BUY	SELL	COPY
500	500	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +20	Shops: Eckdart
	Maps: Coule, pirates' hideout, Astral Caves

OCARINA



BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Use to get Pericci to join the party	Other: Pick up when Pericci drops it in Portmith

ONYX EARRING

BUY	SELL	COPY
-	2700	8

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
10% of spell damage taken converted to MP recovery	Create: Crafting (Iron)

ORICHALCUM

BUY	SELL	COPY
-	12500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	-	-	-	-	50%

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Mt. Metorx Mines (Pickaxe), Mt. Metorx Mines (?MINERAL x2, Pickaxe), Purgatorium Inner Sanctum (?MINERAL), Demon World, Space-Time Laboratory, Revorse Tower
	Enemies: Ancient Guardian (?MINERAL) (100%)
	Pickpocket: Autanim (?MINERAL)
	Create: Alchemy (Level 7)
	Other: Arena B Rank prize (Roddick, Ronyx, Cyuss, Phia, Ashlay, Welch), Survival

PHILOSOPHER'S STONE

BUY	SELL	COPY
-	300000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	50%	50%

SPECIAL	ACQUIRE
--	Maps: Cave of the Seven Stars
	Create: Alchemy (Level 8)
	Other: Survival

PICKAXE

BUY	SELL	COPY
1200	300	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Mine for items at shimmering points on maps	Shops: Haute, Portmith
	Pickpocket: Portmith, Tropp

PRINCESS RING

BUY	SELL	COPY
-	2200	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG +2, max MP increased 100	Create: Crafting (Crystal)

PRISM RING

BUY	SELL	COPY
-	3000	10

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +5, 5% chance of nullifying all damage taken	Create: Crafting (Crystal)

PURPLE AMULET

BUY	SELL	COPY
-	2000	25

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Increases chances of escaping from battle	Create: Crafting (Sapphire)

RAINBOW DIAMOND

BUY	SELL	COPY
-	12500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	50%	-	50%	-

SPECIAL	ACQUIRE
Raise Specialty levels by 1, Mineral used for Crafting	Maps: Pirates' hideout, Old Race Ruins (Pickaxe), Space-Time Laboratory
	Enemies: Cannibal (8%), Gargantua (8%)
	Create: Alchemy (Level 7 + Lezard Flask)
	Other: Arena B Rank prize (Millie, Ilia, Ioshua, Mavelle, T'nique, Pericci, Erys), Survival, Magic Jar (2%)

REGENERATION RING

BUY	SELL	COPY
-	10000	22

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +2, recover 3% max HP every 5 seconds in battle	Pickpocket: Silvalant Castle
	Create: Crafting (Rainbow Diamond)

RICOCHET BRACELET

BUY	SELL	COPY
-	2000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
5% chance of reflecting inflicted received damage on nearby enemy	Create: Crafting (Ruby)

RING OF ABSORPTION

BUY	SELL	COPY
-	15000	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +6, physical attacks trigger partial HP restoration, 10% chance of item breaking when restore effect used	Maps: Cave of the Seven Stars
	Create: Crafting (Star Ruby)
	Other: Magic Jar (0.8%)

RING OF AVOIDANCE

BUY	SELL	COPY
-	7000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Reduce random encounter rate	Create: Crafting (Philosopher's Stone)

RING OF FUSION

BUY	SELL	COPY
-	15000	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG +6, physical attacks trigger partial HP restoration, 10% chance of item breaking when restore effect used	Maps: Cave of the Seven Stars
	Create: Crafting (Crystal)

RING OF HAPPINESS

BUY	SELL	COPY
-	1800	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG/STM +10, LUCK +50	Enemies: Succubus (100%)

RING OF HEALING

BUY	SELL	COPY
-	13000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Recover 3% of max HP every 5 steps	Maps: Cave of the Seven Stars
	Create: Crafting (Rainbow Diamond)

RING OF INFINITY

BUY	SELL	COPY
-	7000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
200%	200%	200%	200%	200%	200%

SPECIAL	ACQUIRE
1 EXP for every step taken.	Maps: Cave of the Seven Stars
	Create: Crafting (Philosopher's Stone)

RING OF INSANITY

BUY	SELL	COPY
-	3000	8

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Attacks hurl enemies backwards	Maps: Space-Time Laboratory
	Create: Crafting (Moonrock)

RING OF LIGHTSPEED

BUY	SELL	COPY
-	7000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS +10, STM +30, CRT +5, each physical attack hits 3 times	Enemies: Demonic Eye (2%)

RING OF LUNACY

BUY	SELL	COPY
-	15000	22

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Character always dazed, but does not take damage; 5% chance of item breaking each time character is attacked	Maps: Purgatorium Inner Sanctum
	Create: Crafting (Moonrock)
	Other: Magic Jar (0.8%)

RING OF MENTAL POWER

BUY	SELL	COPY
-	5000	1

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Recover 2% max MP every 5 seconds of battle	Maps: Muah Castle (?JEWELRY)
	Create: Crafting (Philosopher's Stone)
	Other: Magic Jar (0.8%)

RING OF MIGHT

BUY	SELL	COPY
-	16000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
200%	200%	200%	200%	200%	200%

SPECIAL	ACQUIRE
ATK x2	Maps: Cave of the Seven Stars
	Create: Crafting (Rainbow Diamond)

RING OF RESISTANCE

BUY	SELL	COPY
-	10000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Spell damage received reduced 90%, 5% chance of item breaking when attacked with magic	Maps: Purgatorium
	Create: Crafting (Crystal)

RING OF SADNESS

BUY	SELL	COPY
-	800	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Reduce ATK 30%, increase DEF 30%	Pickpocket: Van Castle

RING OF THE ACCURSED

BUY	SELL	COPY
-	5000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
200%	-	200%	200%	-	200%

SPECIAL	ACQUIRE
DEF increased 30%, 10% chance of dealing 2x damage	Enemies: Deathteller (2%)

RING OF TRUST

BUY	SELL	COPY
-	3200	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
GUTS/STM +20, LUCK/CRT +10	Create: Crafting (Diamond)

RING OF WISDOM

BUY	SELL	COPY
-	10000	20

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Max HP & MP increased 20%, 70% chance of nullifying status effects; 15% chance of item breaking when nullifying effect used	Maps: Cave of the Seven Stars
	Create: Crafting (Philosopher's Stone)

RUBY

BUY	SELL	COPY
600	150	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	50%	-	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Shops: Autanim, Tatroi, Astral City, Eckdart, Ionis, safe house
	Maps: Pirates' hideout
	Pickpocket: Portmith, Autanim, Ionis, Silvalant City
	Create: Alchemy (Level 2)
	Other: Arena E Rank prize, Survival, Magic Jar (2%)

RUBY EARRING

BUY	SELL	COPY
-	1000	80

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +30	Create: Crafting (Ruby)

RUBY PENDANT

BUY	SELL	COPY
-	1000	40

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	0%	-	-	-

SPECIAL	ACQUIRE
DEF +30	Create: Crafting (Star Ruby)

RUNE METAL

BUY	SELL	COPY
-	10000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	50%	-	50%

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Mt Metorx Mines (x3, Pickaxe), Purgatorium, Purgatorium Inner Sanctum (?MINERAL)
	Enemies: Wolf Spirit (?MINERAL, 20%; random encounters only)
	Pickpocket: Tatroi
	Create: Alchemy (Level 6 + Lezard Flask)
	Other: Arena B Rank prize (Roddick, Ronyx, Cyuss, Phia, Ashlay, Welch), Survival

SACRIFICIAL DOLL

BUY	SELL	COPY
-	2000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
50%	50%	50%	50%	50%	50%

SPECIAL	ACQUIRE
GUTS +20, automatically revives fallen wearer with 10% max HP; 99% chance of item breaking when revival used	Maps: Old Race Ruins
	Create: Crafting (Diamond)
	Other: Magic Jar (2%)

SAPPHIRE

BUY	SELL	COPY
600	150	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	-	-	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Shops: Autanim, Tatroi, Astral City, Eckdart, Ionis, safe house
	Maps: Pirates' hideout, Astral Caves (x2, Pickaxe)
	Pickpocket: Haute (x2), Ionis, Silvalant City
	Create: Alchemy (Level 2)
	Other: Arena E Rank prize, Survival

SAINT ELMO'S CHARM

BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	Heal	-	-	-	-

SPECIAL	ACQUIRE
AVD +10	Other: Gift from boy in Portmith docks after defeating Velkhent Chief

SANTA'S BOOTS

BUY	SELL	COPY
4500000	2250000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Produces random items from list after staying at inn	Shops: Silvalant City, safe house

SHADOW CROSS

BUY	SELL	COPY
-	3200	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
200%	50%	200%	50%	200%	50%

SPECIAL	ACQUIRE
DEF/LUCK +20, AVD +40, GUTS +10, max MP doubled	Enemies: Dark Stalker (2%)

SHIELD EARRING

BUY	SELL	COPY
-	12000	25

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Physical attack damage taken reduced 80%; 5% chance of breaking each physical attack received	Create: Crafting (Ruby)

SHIELD RING

BUY	SELL	COPY
-	12000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Physical attack damage taken reduced 90%; 5% chance of breaking physical attack received	Create: Crafting (Star Ruby)
	Other: Magic Jar (0.8%)

SILVER

BUY	SELL	COPY
300	75	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +1/Mineral used for Crafting	Shops: Eckdart, safe house
	Maps: Astral Caves (Pickaxe)
	Pickpocket: Tatroi, Eckdart, Silvalant City
	Create: Alchemy (Level 1)
	Other: Arena E Rank prize, Survival

SILVER BARRETTE

BUY	SELL	COPY
-	500	50

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +3	Create: Crafting (Silver)
	Other: Santa's Boots (3.9%)

SILVER AMULET

BUY	SELL	COPY
-	3000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
MAG +3, spell damage raised 10%	Create: Crafting (Silver)

SILVER CHARM

BUY	SELL	COPY
-	1700	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	Heal	-

SPECIAL	ACQUIRE
DEF/GUTS +1, healing effect does not work when character has fallen	Create: Crafting (Silver)
	Other: Santa's Boots (2%)

SILVER CROSS

BUY	SELL	COPY
-	8000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	200%	-	50%	-

SPECIAL	ACQUIRE
50% chance of nullifying all afflictions; 10% chance of breaking each time nullifying effect is used	Create: Crafting (Silver)
	Other: Santa's Boots (2%)

SILVER EARRING

BUY	SELL	COPY
-	10000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Max MP increased 30%	Create: Crafting (Silver)

SILVER IDOL

BUY	SELL	COPY
-	2000	60

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +1	Create: Crafting (Silver)

SILVER PENDANT

BUY	SELL	COPY
-	500	19

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
AVD +10, GUTS +5	Create: Crafting (Silver)

SILVER RING

BUY	SELL	COPY
-	1500	15

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	50%	50%

SPECIAL	ACQUIRE
DEF +2, STM/LUCK +10	Create: Crafting (Silver)

SMOOTH CRYSTAL

BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Mineral used for Crafting	Maps: Cave of the Seven Stars Create: Alchemy (Level 8 + Lezard Flask)

STAR EARRING

BUY	SELL	COPY
-	3000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	50%	-

SPECIAL	ACQUIRE
Hasten Speech skill raised to Level 3	Create: Crafting (Star Ruby)

STAR GUARD

BUY	SELL	COPY
-	50000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
DEF +30, AVD +100, creates enemy-damaging stars when attacked	Maps: Space-Time Laboratory, Revorse Tower, Cave of the Seven Stars Other: Arena A Rank Prize (Millie, Ronyx, Ilia, Ioshua, Mavelle, T'nique, Pericci, Erys, Welch), Santa's Boots (0.4%)

STAR NECKLACE

BUY	SELL	COPY
-	10000	4

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Hasten Speech skill raised to Level 5	Maps: Space-Time Laboratory Create: Crafting (Star Ruby) Other: Magic Jar (2%)

STAR RUBY

BUY	SELL	COPY
-	3250	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	50%	-	-	50%

SPECIAL	ACQUIRE
--	Maps: Old Race Ruins (Pickaxe), Space-Time Laboratory Enemies: Berserker (8%) Pickpocket: Tropp Create: Alchemy (Level 5) Other: Arena B Rank prize (Millie, Ilia, Ioshua, Mavelle, T'nique, Pericci, Erys), Survival, Magic Jar (2%)

STARDUST RING

BUY	SELL	COPY
-	2000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	0%	-

SPECIAL	ACQUIRE
--	Other: Crafting (Star Ruby)

STORM RING

BUY	SELL	COPY
-	3500	19

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
HIT/AVD +15, LUCK +5	Create: Crafting (Gold)

TALISMAN

BUY	SELL	COPY
-	700	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
STM +8, DEF increased 10%	Maps: Kratus Create: Crafting (Green Beryl)

TEAR OF ISRAFEL

BUY	SELL	COPY
-	-	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK +60, DEF/HIT/AVD/CRT +30, MAG +80, GUTS +20, LUCK +50	Enemies: Lady Sin (2%)

THIEF'S GLOVE

BUY	SELL	COPY
10000	2500	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
Enables Pickpocketing	Shops: Ionis

THUNDER RING

BUY	SELL	COPY
-	1500	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
200%	-	-	50%	-	-

SPECIAL	ACQUIRE
GUTS +30, Wind spell damage increased 30%	Create: Crafting (Diamond)

TRI-EMBLUM

BUY	SELL	COPY
-	8000765	80007	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK +200, DEF +60, HIT/AVD/GUTS/STM/CRT +20	Shops: Silvalant City, safe house

TRI-EMBLUM

BUY	SELL	COPY
-	77	100

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
ATK/HIT +10, DEF +12, AVD +5, MAG +3, CRT +2	Other: Santa's Boots (2%)

UGLY ACCESSORY

BUY	SELL	COPY
-	1	80

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Pickpocket: Tropp, Ionis, Van Castle Create: Crafting (failed attempt)

VELVET TEAR

BUY	SELL	COPY
-	10000	N/A

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	200%	50%	-	-	-

SPECIAL	ACQUIRE
105% of spell damage taken converted to MP recovery	Enemies: Bandit King (100%)

WATER RING

BUY	SELL	COPY
-	3000	5

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	50%	200%	-	-	-

SPECIAL	ACQUIRE
MAG +10, GUTS +10, STM +10, Water spell damage increased 30%	Create: Crafting (Sapphire)

WEIGHTY RING

BUY	SELL	COPY
-	2000	30

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	200%	-

SPECIAL	ACQUIRE
GUTS +6, CRT +3, ATK increased 20%, HIT decreased 5%	Create: Crafting (Iron)

WEIRD DOLL

BUY	SELL	COPY
-	6	60

EARTH	WATER	FIRE	WIND	LIGHT	DARK
-	-	-	-	-	-

SPECIAL	ACQUIRE
--	Pickpocket: Autanim, Durss Create: Crafting (Iron) Other: Magic Jar (3.9%)

SANTA'S BOOTS & MAGIC JAR

These two rare accessories are pretty amazing. They can really fill out your inventory by generating items at regular intervals. Many items are only available courtesy of these mystical accessories and some are extremely valuable!

The Santa's Boots, an expensive accessory sold in Silvalant City and the safe house on Fargett, provides a new item each time you spend the night at an inn or similar bed; wake up and find that Santa has left you a present! Equip this accessory prior to the party using the effects of the Inn. Because of its high cost, it's wise to activate some price-reducing specialties before buying it.

The Magic Jar, available in the Cave of the Seven Stars' Oracle Room (accessible only if someone has an Oracle specialty at level 10) does one better by providing items from its list periodically when you're doing nothing more than walking around!

Santa's Boots Items

ITEM	DROP ODDS
Amulet of Antivenin	7.8%
Amulet of Freedom	7.8%
Cinderella Glass	3.9%
Cloak of the Stars	0.4%
Creamy Cheese	3.9%
Custard of Life	2%
Dueling Suit	0.4%
Faerie Statuette	3.9%
Fanfic :)	1.2%
Gelatinous Slime	3.9%
Gold Idol	3.9%
Golden Brooch	3.9%
Ingredients of Yarma	2%
Levitation Ring	5.9%
Magic Rice	3.9%
Marenne Oysters	3.9%
Music Box	3.9%
Organic Vegetables	3.9%
Pet Food	6.3%
Sylvan Boots	0.4%
Sylvan Helmet	0.4%
Sylvan Mail	0.4%
Silvance	0.4%
Silver Barrette	3.9%
Silver Charm	2%
Silver Cross	2%
Sirloin	3.9%
Star Guard	0.4%
Sweet Fruit	3.9%
tri-Emblum	2%
Top-Quality Tuna	3.9%
Wobbly Slime	3.9%

Magic Jar Items

ITEM	DROP ODDS
Aquaberries	5.9%
Artemis Leaf	1.2%
Blueberries	5.9%
Brooch	2%
Damascus	3.9%
Diamond	2%
Doodles	5.9%
Emerald Ring	0.8%
Fanfic :O	0.4%
Flare Ring	0.8%
Froghead	2%
Fruit Parfait	1.2%
Gold Ring	0.8%
Harmonica	0.8%
Heavy Ring	3.9%
Magic Canvas	3.9%
Mandrake	1.2%
Meat	3.9%
Medicine Bottle	2%
Mesona Jelly	1.2%
Meteorite	2%
Moonrock	2%
Murky Potion	2%
Necklace	2%
Potion of Might	0.4%
Rainbow Diamond	2%
Resurrection Elixir	3.9%
Ring of Absorption	0.8%
Ring of Lunacy	0.8%
Ring of Mental Power	0.8%
Root Beer	1.2%
Rotting Sashimi	5.9%
Ruby	2%
Sacrificial Doll	2%
Shield Ring	0.8%
Silver Trumpet	0.4%
Sleeping Gas	2%
Sole in Wine Sauce	1.2%
Spectacles	5.9%
Spicy Beef Soup	1.2%
Star Necklace	2%
Star Ruby	2%
Weird Doll	3.9%
Witch Powder	0.4%
Vegetables	3.9%

FOOD MATERIALS

You have a great many options available to you for HP and MP recovery, including cooking up tasty (and some not-so-tasty) Food items. Note that the higher the Copy number, the easier it is to replicate the item.

Learn More!

See the "Specialties" and "Super Specialties" chapters for more in-depth information on Cooking and Master Chef.

Ingredients

Ingredients are the raw materials needed to cook up dishes. Thankfully you can buy all the ingredients you could ever need, although some specialized ingredients are only available in a few stores.

CREAMY CHEESE

BUY	SELL	COPY
3600	1800	1
ACQUIRE		
Shops: Silavant City, safe house		
Pickpocket: Kraat, Van City		
Other: Santa's Boots (3.9%)		

EGGS AND DAIRY

BUY	SELL	COPY
20	5	50
ACQUIRE		
Shops: Haute, Autanim, Astral City, safe house, Familiar specialty (Lv7~8)		
Pickpocket: Eckdart, Silvalant City		
Other: Survival		

FRUIT

BUY	SELL	COPY
80	20	50
ACQUIRE		
Shops: Haute, Portmith, Autanim, Tatroi, Astral City, Ionis, Van City, Durss, Silvalant City, safe house, Familiar specialty (Lv7~8)		
Pickpocket: Astral City, Astral Castle		
Other: Arena F Rank prize, Survival		

GELATINOUS SLIME

BUY	SELL	COPY
100	10	1
ACQUIRE		
Shops: Silavant City, Astral City, Durss, safe house		
Pickpocket: Haute		
Other: Survival, Santa's Boots (3.9%)		

GRAINS

BUY	SELL	COPY
150	37	50
ACQUIRE		
Shops: Haute, Portmith, Autanim, Tatroi, Astral City, Ionis, Van City, Durss, Silvalant City, safe house, Familiar specialty (Lv7~8)		
Enemies: Kobold (10%)		
Pickpocket: Tatroi		
Other: Arena F Rank prize, Survival		

INGREDIENTS OF YARMA

BUY	SELL	COPY
1000	500	1
ACQUIRE		
Shops: Silvalant City, safe house		
Enemies: Cloud Ogre (2%)		
Pickpocket: Haute, Tatroi		
Other: Santa's Boots (2%)		

MAGIC RICE

BUY	SELL	COPY
5000	2500	1
ACQUIRE		
Shops: Ionis, safe house		
Other : Arena C Rank prize, Santa's Boots (3.9%)		

MARENNE OYSTERS

BUY	SELL	COPY
12000	6000	1
ACQUIRE		
Shops: Portmith, Ionis, safe house		
Pickpocket: Eckdart		
Other: Santa's Boots (3.9%)		

MEAT

BUY	SELL	COPY
50	12	50
ACQUIRE		
Shops: Haute, Portmith, Autanim, Tatroi, Astral City, Ionis, Van City, Durss, Silvalant City, safe house, Familiar specialty (Lv7~8)		
Pickpocket: Portmith		
Other: Survival, Magic Jar (3.9%)		

ORGANIC VEGETABLES

BUY	SELL	COPY
4000	2000	1
ACQUIRE		
Shops: Tatroi, Van City, safe house		
Pickpocket: Kraat, Durss, Silvalant City		
Other: Arena C Rank prize, Santa's Boots (3.9%)		

SEAFOOD

BUY	SELL	COPY
150	37	50
ACQUIRE		
Shops: Portmith, Autanim, Tatroi, Astral City, Ionis, Van City, Silvalant City, safe house, Familiar specialty (Lv7~8)		
Enemies: Kobold King (10%)		
Pickpocket: Portmith, Ionis, Durss		
Other: Arena F Rank prize, Survival		

SIRLOIN

BUY	SELL	COPY
7000	3600	1
ACQUIRE		
Shops: Tatroi, Silvalant City, safe house		
Pickpocket: Eckdart, Ionis		
Other: Arena C Rank prize, Santa's Boots (3.9%)		

SWEET FRUIT

BUY	SELL	COPY
2000	1000	1
ACQUIRE		
Shops: Van City, safe house		
Pickpocket: Tropp		
Other: Santa's Boots (3.9%)		

TOP QUALITY TUNA

BUY	SELL	COPY
9000	4500	1
ACQUIRE		
Shops: Autanim, safe house		
Pickpocket: Portmith		
Other: Arena C Rank prize, Santa's Boots (3.9%)		

VEGETABLES

BUY	SELL	COPY
20	5	50
ACQUIRE		
Shops: Haute, Portmith, Autanim, Tatroi, Astral City, Ionis, Van City, Durss, Silvalant City, safe house, Familiar specialty (Lv7~8)		
Enemies: Jabberwabbit (8%), Killer Rabbit (20%), Saber-Toothed Bunny (20%), Vorpal Bunny (20%)		
Pickpocket: Tropp, Durss		
Other: Arena F Rank prize, Magic Jar (3.9%)		

WOBBLY SLIME

BUY	SELL	COPY
100	10	1
ACQUIRE		
Shops: Astral City, Durss, safe house		
Pickpocket: Haute		
Other: Survival, Santa's Boots (3.9%)		

Foods

Foods are mostly used to recover HP and MP. Most food items must be cooked from ingredients, though some can be bought or found in battle as well. A few are only available by special means!

My Favorite!

Every character has a favorite dish. Take note of them! Giving a character his or her favorite dish increases the restorative value of the meal beyond the normal amount! A character portrait appears with their favorite food item.

Old Enough?

Take note that some Food items can only be made by characters 20 years or older (Ronyx, Ilia, Cyuss, Phia, Joshua, and Ashlay). These are noted with a "20+" next to their required cooking level.

10 OZ. STEAK

BUY	SELL	COPY
500	100	N/A
SPECIAL		
Restore 35% max HP. Dorne's favorite!		
ACQUIRE		
Shops: Tropp		
Enemies: Horned Wolf (4%)		
Create: Cooking (Lv7, Meat)		

16 OZ. STEAK

BUY	SELL	COPY
-	100	N/A
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Enemies: Dire Wolf (??%)		
Create: Cooking (Lv7, Meat)		

AGAR DRINK

BUY	SELL	COPY
-	300	30
SPECIAL		
Restore 35% max MP		
ACQUIRE		
Create: Cooking (Lv1, Wobbly Slime)		

AMAZING TENDERLOIN

BUY	SELL	COPY
-	9000	1
SPECIAL		
Restore 70% max HP for entire party		
ACQUIRE		
Enemies: Shadow Beast (4%)		
Create: Cooking (Lv1, Sirloin)		

APPLE PIE

BUY	SELL	COPY
120	40	23
EFFECT		
Restore 25% max HP		
ACQUIRE		
Shops: Tropp		
Create: Cooking (Lv1, Fruit)		

AWFUL CIDER

BUY	SELL	COPY
-	1	30
SPECIAL		
Restore 1% max HP		
ACQUIRE		
Pickpocket: Portmith		
Create: Cooking (failed attempt, Fruit 20+), Master Chef, (failed attempt)		

BANANA FRAPPE

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 1% max MP		
ACQUIRE		
Create: Cooking (Failed attempt, Grains)		

BATTER-FRIED SHRIMP

BUY	SELL	COPY
-	75	N/A
SPECIAL		
Restore 10% max HP		
ACQUIRE		
Create: Cooking (Lv1, Seafood)		

BEAN RICE CAKE

BUY	SELL	COPY
-	3000	30
SPECIAL		
Restore 56% max HP		
ACQUIRE		
Create: Master Chef (Grains + Grains)		

BEAUTIFUL ICE CREAM

BUY	SELL	COPY
-	937	1
SPECIAL		
Restore 80% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Sweet Fruit)		

BEEF AND EGG BOWL

BUY	SELL	COPY
-	700	30
SPECIAL		
Restore 46% max HP		
ACQUIRE		
Create: Master Chef (Meat + Eggs and Dairy)		

BEEF RICE BOWL

BUY	SELL	COPY
-	2000	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Master Chef (Grains + Meat)		

BITTER CAKE

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 1% max HP		
ACQUIRE		
Create: Cooking (failed attempt, Grains), Master Chef (failed attempt)		

BITTER JUICE

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 1% max MP		
ACQUIRE		
Pickpocket: Van City		
Create: Cooking (failed attempt, Fruit), Master Chef (failed attempt)		

BLOODY DRIVER

BUY	SELL	COPY
300	75	10
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Shops: Eckdart, safe house		
Create: Cooking (Lv4 20+, Grains)		

BOILED KING CRAB

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Create: Cooking (Lv4, Seafood)		

BOILED MUSHROOMS

BUY	SELL	COPY
-	10	N/A
SPECIAL		
Restore 10% max HP. Ronyx's favorite!		
ACQUIRE		
Pickpocket: Tropp		
Create: Cooking (Lv1, Vegetables)		

BONITO RICE BALL

BUY	SELL	COPY
-	300	30
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

CABBAGE ROLL

BUY	SELL	COPY
-	10	10
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Pickpocket: Autanim		
Create: Cooking (Lv4, Vegetables)		

CACTUS COCKTAIL

BUY	SELL	COPY
-	320	30
SPECIAL		
Restore 90% max HP & MP		
ACQUIRE		
Pickpocket: Silvalant City		
Create: Cooking (Lv7 20+, Fruit)		

CHEESE SALAD

BUY	SELL	COPY
-	400	30
SPECIAL		
Restore 60% max HP & MP		
ACQUIRE		
Create: Master Chef (Vegetables + Eggs and Dairy)		

CHICKEN AND EGG BOWL

BUY	SELL	COPY
-	1700	30
SPECIAL		
Restore 46% max HP		
ACQUIRE		
Create: Master Chef (Grains + Eggs and Dairy)		

CHICKEN SHISH KEBAB

BUY	SELL	COPY
-	25	10
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Enemies: Peryton (98%)		
Create: Cooking (Lv1, Meat)		

CHOCOLATE BANANA

BUY	SELL	COPY
-	120	30
SPECIAL		
Restore 28% max HP. Welch's favorite!		
ACQUIRE		
Pickpocket: Tatroi		
Create: Cooking (Lv4, Fruit)		

CHRISTMAS TURKEY

BUY	SELL	COPY
-	6750	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Create: Cooking (Lv1, Sirloin)		

COFFEE MILK

BUY	SELL	COPY
-	30	30
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Create: Cooking (Lv1, Eggs and Dairy)		

COLD SOBA

BUY	SELL	COPY
-	75	30
SPECIAL		
Restore 28% max HP		
ACQUIRE		
Pickpocket: Muah Castle		
Create: Cooking (Lv1, Grains)		

COLA

BUY	SELL	COPY
-	75	10
SPECIAL		
Restore 35% max MP		
ACQUIRE		
Pickpocket: Tropp		
Create: Cooking (Lv4 20+, Grains)		

COLLAGEN JELLY

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 60% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Gelatinous Slime)		

CORN ON THE COB

BUY	SELL	COPY
-	20	30
SPECIAL		
Restore 28% max HP		
ACQUIRE		
Create: Cooking (Lv1, Vegetables)		

CRAZY COW

BUY	SELL	COPY
-	75	10
SPECIAL		
Restore 30% max MP. Ilia's favorite!		
ACQUIRE		
Create: Cooking (Lv4 20+, Grains)		

CREAM SODA

BUY	SELL	COPY
-	75	N/A
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Cooking (Lv4 20+, Grains)		

CUSTARD OF LIFE

BUY	SELL	COPY
-	1500	1
SPECIAL		
Revive fallen party member, restore all HP		
ACQUIRE		
Pickpocket: Haute		
Create: Cooking (Lv4, Sweet Fruit)		
Other: Santa's Boots (2%)		

DAIKON SALAD

BUY	SELL	COPY
-	400	30
SPECIAL		
Restore 70% max HP & MP		
ACQUIRE		
Create: Master Chef (Vegetables + Vegetables)		

DELECTABLE CHEESE

BUY	SELL	COPY
-	675	1
SPECIAL		
Restore 70% max HP		
ACQUIRE		
Create: Cooking (Lv1, Creamy Cheese)		
Other: Give Millie Cream Cheese in Ionis PA to receive in Tropp PA		

DELUXE FRUIT PLATTER

BUY	SELL	COPY
-	562	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Pickpocket: Ionis		
Create: Cooking (Lv1, Sweet Fruit)		

DELUXE SUSHI

BUY	SELL	COPY
-	3000	30
SPECIAL		
Restore 70% max HP		
ACQUIRE		
Create: Master Chef (Seafood + Seafood)		

DEMONIC DURIAN

BUY	SELL	COPY
-	750	30
SPECIAL		
Restore 80% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Sweet Fruit)		

DEVIL'S RAMEN

BUY	SELL	COPY
-	6000	30
SPECIAL		
Restore 50% max HP for entire party		
ACQUIRE		
Pickpocket: Tatroi		
Create: Cooking (Lv1, Ingredients of Yarma)		

EEL SOUP

BUY	SELL	COPY
-	9600	30
SPECIAL		
Restore 65% max HP		
ACQUIRE		
Create: Cooking (Lv1, Marenne Oysters)		

EGG FRIED RICE

BUY	SELL	COPY
-	300	N/A
SPECIAL		
Restore 26% max HP		
ACQUIRE		
Other: Private Action 97 with Welch		

EGG SOUP

BUY	SELL	COPY
-	20	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Cooking (Lv7, Eggs and Dairy)		

ESCARGOT

BUY	SELL	COPY
-	25	15
SPECIAL		
Restore 5% max HP. Joshua's favorite!		
ACQUIRE		
Create: Cooking (lv1, Meat)		

FABULOUS FLAN

BUY	SELL	COPY
-	400	30
SPECIAL		
Restore 90% max MP		
ACQUIRE		
Create: Master Chef (Eggs and Dairy + Eggs and Dairy)		

FIERY CYCLOPS CIDER

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 50% max MP		
ACQUIRE		
Create: Cooking (Lv4 20+, Grains)		

FINE TUNA SASHIMI

BUY	SELL	COPY
-	150	10
SPECIAL		
Restore 45% max HP. Pericci's favorite!		
ACQUIRE		
Pickpocket: Eckdart		
Create: Cooking (Lv7, Seafood)		

FIRE IN THE SKY

BUY	SELL	COPY
900	225	10
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Shops: Eckdart, safe house		
Pickpocket: Ionis		
Create: Cooking (Lv4 20+, Grains)		

FISH BALL SOUP

BUY	SELL	COPY
-	1700	30
SPECIAL		
Cures all ailments. Revives fallen member.		
ACQUIRE		
Create: Master Chef (Seafood + Vegetables)		

FISH SOUP

BUY	SELL	COPY
-	150	30
EFFECT		
Restore 10% HP		
ACQUIRE		
Create: Cooking (Lv1, Seafood)		

FRESH JUICE

BUY	SELL	COPY
-	675	30
SPECIAL		
Restore 70% max MP for entire party		
ACQUIRE		
Pickpocket: Eckdart		
Create: Cooking (Lv1, Creamy Cheese)		

FRESH ORANGE JUICE

BUY	SELL	COPY
-	1600	30
SPECIAL		
Restore 40% max MP		
ACQUIRE		
Create: Master Chef (Fruit + Fruit)		

FRESH SPRING ROLL

BUY	SELL	COPY
-	30	30
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Create: Cooking (Lv7, Vegetables)		

FRIED EGG

BUY	SELL	COPY
-	20	10
SPECIAL		
Restore 18% max HP		
ACQUIRE		
Create: Cooking (Lv4, Eggs and Dairy)		
Other: Ionis Private Action 97 with Welch		

FRUIT CAKE

BUY	SELL	COPY
-	160	N/A
SPECIAL		
Restore 40% max HP		
ACQUIRE		
Create: Cooking (Lv4, Fruit)		
Other: Ionis Private Action 97 with Welch		

FRUIT PARFAIT

BUY	SELL	COPY
60	120	N/A
SPECIAL		
Restore 20% max HP. Millie's favorite!		
ACQUIRE		
Shops: Tropp		
Pickpocket: Portmith		
Create: Cooking (Lv7, Fruit)		
Other: Magic Jar (1.2%)		

FRUIT PUNCH

BUY	SELL	COPY
-	120	30
SPECIAL		
Restore 40% max HP		
ACQUIRE		
Create: Cooking (Lv7, Fruit)		
Other: Ionis Private Action 97 with Welch		

FRUIT SANDWICH

BUY	SELL	COPY
-	2300	N/A
SPECIAL		
Restore 50% max MP for entire party		
ACQUIRE		
Create: Master Chef (Fruit + Grains)		

GOLDEN NATTO

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 45% max HP		
ACQUIRE		
Create: Cooking (Lv7, Grains)		

GOLDEN STEW

BUY	SELL	COPY
-	5625	1
SPECIAL		
Restore 90% max MP for entire party		
ACQUIRE		
Create: Cooking (Lv7, Organic Vegetables)		

GOLDEN STIR-FRY

BUY	SELL	COPY
-	4500	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Create: Cooking (Lv4, Sirloin)		

GRANADILLA JUICE

BUY	SELL	COPY
-	40	30
EFFECT		
Restore 30% max MP		
ACQUIRE		
Create: Cooking (Lv1 20+, Fruit)		

GRILLED TURBAN SHELL

BUY	SELL	COPY
-	150	N/A
SPECIAL		
Restore 10% max HP. Phia's favorite!		
ACQUIRE		
Create: Cooking (Lv4, Seafood)		

HAM AND EGGS

BUY	SELL	COPY
-	20	30
SPECIAL		
Restore 25% max HP		
ACQUIRE		
Create: Cooking (Lv4, Eggs and Dairy)		

HAMBURG STEAK

BUY	SELL	COPY
-	75	N/A
SPECIAL		
Restore 32% max HP		
ACQUIRE		
Create: Cooking (Lv4, Meat)		

HANDMADE SOBA

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Create: Cooking (Lv7, Grains)		

HEALTHY JUICE

BUY	SELL	COPY
-	4500	30
SPECIAL		
Restore 60% max MP		
ACQUIRE		
Create: Cooking (Lv1, Organic Vegetables)		

HOGPLUM JUICE

BUY	SELL	COPY
-	120	30
EFFECT		
Restore 50% max MP		
ACQUIRE		
Create: Cooking (Lv1, Fruit)		

HOT POT OF SHADOWS

BUY	SELL	COPY
-	6000	30
SPECIAL		
Restore 70% max HP for entire party		
ACQUIRE		
Pickpocket: Van City		
Create: Cooking (Lv1, Ingredients of Yarma)		

HOWLING FOX CIDER

BUY	SELL	COPY
-	600	30
SPECIAL		
Restore 70% max MP		
ACQUIRE		
Pickpocket: Tropp		
Create: Cooking (Lv7 20+, Grains)		

JOYFUL BANDIT CIDER

BUY	SELL	COPY
-	150	30
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Pickpocket: Eckdart		
Create: Cooking (Lv4 20+, Grains)		

KIMCHI

BUY	SELL	COPY
-	3375	30
SPECIAL		
Restore 40% max		
ACQUIRE		
Create: Cooking (Lv1, Organic Vegetables)		

KIMCHI HOT POT

BUY	SELL	COPY
-	2000	30
SPECIAL		
Restore 70% max HP for entire party		
ACQUIRE		
Create: Master Chef (Seafood + Meat)		

LADYFINGERS

BUY	SELL	COPY
-	80	30
SPECIAL		
Restore 8% max HP & MP		
ACQUIRE		
Other: Customization (Ilia)		

LEAPING TITAN CIDER

BUY	SELL	COPY
-	600	30
SPECIAL		
Restore 70% max MP		
ACQUIRE		
Create: Cooking (Lv7, Grains)		

LEGENDARY OTORO

BUY	SELL	COPY
-	9000	1
SPECIAL		
Restore 70% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Top Quality Tuna)		

LIVER STIR-FRY

BUY	SELL	COPY
-	75	30
SPECIAL		
Restore 32% max HP		
ACQUIRE		
Create: Cooking (Lv4, Meat)		

LOBSTER SOUP

BUY	SELL	COPY
-	300	30
SPECIAL		
Restore 32% max HP		
ACQUIRE		
Create: Cooking (Lv7, Seafood)		

LORD'S OZONI

BUY	SELL	COPY
-	7200	1
SPECIAL		
Restore 60% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Marenne Oysters)		

LUSCIOUS GRATIN

BUY	SELL	COPY
-	10000	N/A
SPECIAL		
Restore 68% max HP		
ACQUIRE		
Other: Give Millie Cream Cheese in Ionis PA to receive in Tropp PA		

LUXURY GRAPE JUICE

BUY	SELL	COPY
Varies	Varies	N/A
SPECIAL		
Restore 90% max HP & MP		
ACQUIRE		
Shops: Eckdart, safe house		
Create: Cooking (Lv7, Ingredients of Yarma)		

MACARONI GRATIN

BUY	SELL	COPY
-	10	10
SPECIAL		
Restore 10% max HP		
ACQUIRE		
Create: Cooking (Lv1, Eggs and Dairy)		

MANGO LASSI

BUY	SELL	COPY
-	150	10
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Create: Cooking (Lv4 20+, Grains)		

MANGO SHAKE

BUY	SELL	COPY
-	80	30
SPECIAL		
Restore 21% max HP		
ACQUIRE		
Create: Cooking (Lv4, Fruit)		

MANGOSTEEN JUICE

BUY	SELL	COPY
-	160	30
SPECIAL		
Restore 55% max MP		
ACQUIRE		
Create: Cooking (Lv4 20+, Fruit)		

MESONA JELLY



BUY	SELL	COPY
-	50	N/A
SPECIAL		
Restore 40% max HP. Ashlay's favorite!		
ACQUIRE		
Create: Cooking (Lv7, Vegetables)		
Other: Magic Jar (1.2%)		

MILK SHAKE

BUY	SELL	COPY
-	30	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Cooking (Lv7, Eggs and Dairy)		

MIXED FRUIT JUICE

BUY	SELL	COPY
-	1000	30
SPECIAL		
Restore 40% max MP for entire party		
ACQUIRE		
Create: Master Chef (Fruit + Eggs and Dairy)		

MIXED MEAT HAMBURG

BUY	SELL	COPY
-	1000	30
EFFECT		
Restore 40% max HP & MP		
ACQUIRE		
Create: Master Chef (Meat + Meat)		

MUTTON BBQ

BUY	SELL	COPY
-	700	30
SPECIAL		
Restore 45% max HP & MP		
ACQUIRE		
Create: Master Chef (Meat + Vegetables)		

NATA DE COCO

BUY	SELL	COPY
-	150	30
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Create: Cooking (Lv1, Wobbly Slime)		

NATTO

BUY	SELL	COPY
-	75	30
SPECIAL		
Restore 25% max HP		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

NECTAR

BUY	SELL	COPY
-	100000	N/A
SPECIAL		
Restore all HP & MP		
ACQUIRE		
Create: Master Chef		

OLD MILK

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 1% max MP		
ACQUIRE		
Create: Cooking (failed attempt, Eggs and Dairy), Master Chef (failed attempt)		

ORANGE SHAKE

BUY	SELL	COPY
-	40	N/A
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Create: Cooking (Lv1, Fruits)		

OOZE COCKTAIL

BUY	SELL	COPY
-	225	10
EFFECT		
Restore 30% max MP for entire party		
ACQUIRE		
Create: Cooking (Lv1, Gelatinous Slime)		

PLUM RICE BALL

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

PORK SOUP

BUY	SELL	COPY
-	50	30
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Create: Cooking (Lv1, Meat)		

PREHISTORIC MEAT

BUY	SELL	COPY
-	200	30
SPECIAL		
Restore 50% max HP		
ACQUIRE		
Create: Cooking (Lv7, Meat)		

PURE RICE BALL

BUY	SELL	COPY
-	2025	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Enemies: T'nique (100%)		
Create: Cooking (Lv1, Magic Rice)		

RICE OMELET



BUY	SELL	COPY
-	20	10
SPECIAL		
Restore 20% max HP. Erys's favorite!		
ACQUIRE		
Create: Cooking (Lv1, Eggs and Dairy)		

ROOT BEER

BUY	SELL	COPY
300	75	23
EFFECT		
Restore 30% max HP		
ACQUIRE		
Shops: Eckdart, safe house		
Pickpocket: Eckdart		
Create: Cooking (Lv4, Grains)		
Other: Magic Jar (1.2%)		

ROTTING SASHIMI

BUY	SELL	COPY
-	1	20
EFFECT		
Causes poison		
ACQUIRE		
Pickpocket: Eckdart		
Create: Cooking (Failed attempt, Seafood), Master Chef (Failed attempt, Seafood)		
Other: Magic Jar (5.9%)		

SACHERTORTE

BUY	SELL	COPY
-	40	30
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Create: Cooking (Lv7, Eggs and Dairy)		

SALAD

BUY	SELL	COPY
-	20	N/A
SPECIAL		
Restore 22% max HP		
ACQUIRE		
Create: Cooking (Lv1, Vegetables)		

SALMON RICE BALL

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

SALT RICE BALL



BUY	SELL	COPY
-	150	N/A
SPECIAL		
Restore 30% max HP. T'nique's favorite!		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

SAUCY NOODLES

BUY	SELL	COPY
-	300	30
SPECIAL		
Restore 65% max HP		
ACQUIRE		
Create: Cooking (Lv4, Gelatinous Slime)		

SAUCY RICE

BUY	SELL	COPY
-	1700	30
EFFECT		
Cures all ailments. Revives fallen member. Restores 50% max HP		
ACQUIRE		
Pickpocket: Haute		
Create: Master Chef (Grains + Vegetables)		

SAUTÉED SWEET BREAM

BUY	SELL	COPY
-	2300	30
EFFECT		
Restore 50% max MP		
ACQUIRE		
Pickpocket: Haute		
Create: Master Chef (Seafood + Fruit)		

SCRUMPTIOUS PIZZA

BUY	SELL	COPY
-	4000	N/A
SPECIAL		
Restore HP for one ally		
ACQUIRE		
Other: Give Millie Cream Cheese in Ionis PA to get in Tropp PA		

SEA BREAM SASHIMI

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 19% max HP		
ACQUIRE		
Create: Cooking (Lv4, Seafood)		

SEA YOGURT

BUY	SELL	COPY
-	40	30
SPECIAL		
Restore 35% max MP		
ACQUIRE		
Create: Cooking (Lv7, Eggs and Dairy)		

SEAFOOD GRATIN

BUY	SELL	COPY
-	1700	30
SPECIAL		
Restore 50% max HP		
ACQUIRE		
Create: Master Chef (Seafood + Eggs and Dairy)		

SEAFOOD PASTA

BUY	SELL	COPY
520	225	N/A
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Shops: Tropp		
Pickpocket: Tropp		
Create: Cooking (Lv4, Seafood)		

SEAFOOD RICE BOWL

BUY	SELL	COPY
-	3000	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Pickpocket: Autanim		
Create: Master Chef (Seafood + Grains)		

SEAFOOD SALAD

BUY	SELL	COPY
-	150	30
SPECIAL		
Restore 35% max HP		
ACQUIRE		
Create: Cooking (Lv4, Seafood)		

SEAWEED RICE BALL

BUY	SELL	COPY
-	300	30
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Create: Cooking (Lv1, Grains)		

SHARK'S FIN BUN

BUY	SELL	COPY
-	225	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Cooking (Lv7, Seafood)		

SHERBET

BUY	SELL	COPY
100	80	N/A
SPECIAL		
Restore 10% max HP		
ACQUIRE		
Shops: Tropp		
Create: Cooking (Lv1, Fruit)		

SLIMY GELATIN

BUY	SELL	COPY
-	600	10
SPECIAL		
Restore 60% max MP		
ACQUIRE		
Create: Cooking (Lv1, Gelatinous Slime), Cooking (Lv4, Wobbly Slime)		

SOLE IN WINE SAUCE



BUY	SELL	COPY
-	160	10
SPECIAL		
Restore 60% max HP. Mavelle's favorite!		
ACQUIRE		
Create: Cooking (Lv4, Fruit)		
Other: Magic Jar (1.2%)		

SPICY BEEF SOUP

BUY	SELL	COPY
-	50	N/A
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Cooking (Lv4, Meat)		
Other: Magic Jar (1.2%)		

STEAK OF THE DEMONS

BUY	SELL	COPY
-	4500	1
SPECIAL		
Restore 90% max HP for entire party		
ACQUIRE		
Enemies: Vile Beast (4%)		
Create: Cooking (Lv4, Ingredients of Yarma)		

STEW

BUY	SELL	COPY
520	30	N/A
SPECIAL		
Restore 36% max HP		
ACQUIRE		
Shops: Tropp		
Create: Cooking (Lv7, Vegetables)		

STINKY BEAN CAKE

BUY	SELL	COPY
-	1	20
SPECIAL		
Restore 1% max HP		
ACQUIRE		
Create: Cooking (failed attempt, Grains), Master Chef (failed attempt)		

STIR-FRY

BUY	SELL	COPY
-	20	30
SPECIAL		
Restore 35% max HP		
ACQUIRE		
Create: Cooking (Lv4, Vegetables)		

SUGAR CREPE

BUY	SELL	COPY
-	10	30
SPECIAL		
Restore 10% max HP		
ACQUIRE		
Create: Cooking (Lv1, Eggs and Dairy)		

SUPER RICE BALL

BUY	SELL	COPY
-	75	30
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Create: Cooking (Lv4, Grains)		

SUPER-SPICY STEW

BUY	SELL	COPY
-	12000	30
SPECIAL		
Restore 80% max HP		
ACQUIRE		
Create: Cooking (Lv4, Marenne Oysters)		

SWEET AND SOUR PORK

BUY	SELL	COPY
-	1300	30
SPECIAL		
Restore 40% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Meat)		

SWEET CURRY

BUY	SELL	COPY
-	2700	30
SPECIAL		
Restore all HP and MP		
ACQUIRE		
Pickpocket: Astral City		
Create: Cooking (Lv7, Magic Rice)		

TASTELESS STEW

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 1% max MP		
ACQUIRE		
Create: Cooking (failed attempt, Meat), Master Chef (failed attempt)		

TEARFUL RISOTTO

BUY	SELL	COPY
-	2025	1
SPECIAL		
Restore 80% max HP & MP		
ACQUIRE		
Create: Cooking (Lv1, Magic Rice)		

TOFU PUDDING

BUY	SELL	COPY
-	150	30
SPECIAL		
Restore 30% max MP		
ACQUIRE		
Create: Cooking (Lv1, Wobbly Slime)		

TOMATO SALAD

BUY	SELL	COPY
-	1000	30
SPECIAL		
Restore 50% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Vegetables)		

TREASURED GORGONZOLA

BUY	SELL	COPY
-	19000	N/A
SPECIAL		
Restore 78% max HP		
ACQUIRE		
Other: Give Millie Cream Cheese in Ionis PA to get in Tropp PA		

TROPICAL MELODY



BUY	SELL	COPY
-	300	N/A
SPECIAL		
Restore 30% max HP. Cyuss's favorite!		
ACQUIRE		
Pickpocket: Portmith		
Create: Cooking (Lv7 20+, Grains)		

TUNA BELLY RICE BOWL

BUY	SELL	COPY
-	2400	30
SPECIAL		
Revives fallen party member with full HP		
ACQUIRE		
Create: Cooking (Lv4, Top Quality Tuna)		

TUNA PLATTER

BUY	SELL	COPY
-	9000	30
SPECIAL		
Restore 60% max HP		
ACQUIRE		
Create: Cooking (Lv1, Top Quality Tuna)		

TUNA SASHIMI

BUY	SELL	COPY
-	75	10
SPECIAL		
Restore 20% max HP for entire party		
ACQUIRE		
Pickpocket: Autanim		
Create: Cooking (Lv1, Seafood)		

TWICE-COOKED PORK



BUY	SELL	COPY
-	20	N/A
SPECIAL		
Restore 35% max HP. Roddick's favorite!		
ACQUIRE		
Pickpocket: Kraat		
Create: Cooking (Lv4, Vegetables)		
Other: Defeat Kratus invaders		

UMAI-BO CANDY 1

BUY	SELL	COPY
-	3000	30
EFFECT		
Restore 5% max HP		
ACQUIRE		
Create: Master Chef (Seafood + Seafood)		

UMAI-BO CANDY 2

BUY	SELL	COPY
-	1000	30
SPECIAL		
Restore 11% max HP		
ACQUIRE		
Pickpocket: Portmith		
Create: Master Chef (Meat + Meat)		

UMAI-BO CANDY 3

BUY	SELL	COPY
-	1000	30
SPECIAL		
Restore 11% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Vegetables)		

UMAI-BO CANDY 4

BUY	SELL	COPY
-	700	30
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Create: Master Chef (Meat + Vegetables)		

UMAI-BO CANDY 5

BUY	SELL	COPY
-	700	30
SPECIAL		
Restore 20% max HP		
ACQUIRE		
Pickpocket: Tatroi		
Create: Master Chef (Meat + Eggs and Dairy)		

UMAI-BO CANDY 6

BUY	SELL	COPY
-	400	30
SPECIAL		
Restore 21% max HP		
ACQUIRE		
Pickpocket: Portmith		
Create: Master Chef (Vegetables + Vegetables)		

UMAI-BO CANDY 7

BUY	SELL	COPY
-	3000	30
SPECIAL		
Restore 25% max HP		
ACQUIRE		
Create: Master Chef (Seafood + Grains)		

UMAI-BO CANDY 8

BUY	SELL	COPY
-	1300	30
SPECIAL		
Restore 28% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Meat)		

UMAI-BO CANDY 9

BUY	SELL	COPY
-	2000	30
SPECIAL		
Restore 28% max HP		
ACQUIRE		
Create: Master Chef (Grains + Meat)		

UMAI-BO CANDY 10

BUY	SELL	COPY
-	3000	30
SPECIAL		
Restore 29% max HP		
ACQUIRE		
Create: Master Chef (Grains + Grains)		

UMAI-BO CANDY 11

BUY	SELL	COPY
-	400	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Pickpocket: Portmith		
Create: Master Chef (Eggs and Dairy + Eggs and Dairy)		

UMAI-BO CANDY 12

BUY	SELL	COPY
-	2300	30
SPECIAL		
Restore 30% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Grains)		

UMAI-BO CANDY 13

BUY	SELL	COPY
-	1700	30
SPECIAL		
Restore 35% max HP		
ACQUIRE		
Create: Master Chef (Seafood + Eggs and Dairy)		

UMAI-BO CANDY 14

BUY	SELL	COPY
-	1600	30
SPECIAL		
Restore 38% max HP		
ACQUIRE		
Create: Master Chef (Fruit + Fruit)		

VANILLA ICE CREAM

BUY	SELL	COPY
-	20	10
SPECIAL		
Restore 10% max HP		
ACQUIRE		
Create: Cooking (Lv1, Eggs and Dairy)		

VEGETABLE SOUP

BUY	SELL	COPY
-	20	30
SPECIAL		
Restore 35% max HP		
ACQUIRE		
Create: Cooking (Lv4, Vegetables)		

WATERMELON BAR

BUY	SELL	COPY
-	120	30
SPECIAL		
Restore 15% max HP		
ACQUIRE		
Pickpocket: Silvalant City		
Create: Cooking (Lv4, Fruit)		

WHITE PEACH IN SYRUP

BUY	SELL	COPY
-	320	30
SPECIAL		
Restore 45% max HP		
ACQUIRE		
Create: Cooking (Lv7, Fruit)		

WILTED SALAD

BUY	SELL	COPY
-	1	10
SPECIAL		
Restore 3% max HP		
ACQUIRE		
Create: Cooking (failed attempt, Vegetables), Master Chef (failed attempt)		

OTHER ITEMS

Some items just don't fall under normal categories. All of those items are grouped under the "other items" heading, which are listed in this section.

Specialty Items

These items' only purpose is to be consumed in the use of specialties. They can only be used once.

CONDUCTOR BATON

BUY	SELL	COPY
100	25	50
EFFECT		
Use in performing Music & Orchestra		
ACQUIRE		
Shops: Eckdart		
Pickpocket: Autanim		

FEATHER PEN

BUY	SELL	COPY
20	5	50
EFFECT		
Use in composing Music		
ACQUIRE		
Shops: Autanim, Tatroi, Astral City, Tropp, Eckdart, Ionis, safe house		
Pickpocket: Astral Castle, Van City		

FOUNTAIN PEN

BUY	SELL	COPY
180	45	N/A
EFFECT		
Use in Writing		
ACQUIRE		
Shops: Ionis, safe house		
Pickpocket: Van City		

MAGIC CANVAS

BUY	SELL	COPY
300	75	70
EFFECT		
Use in Art		
ACQUIRE		
Shops: Portmith, Autanim, Tatroi, Astral City, Tropp, Eckdart, Ionis, Van City, safe house, Familiar specialty (Lv9~10)		
Maps: Pirates' hideout		
Pickpocket: Autanim (x2), Ionis, Silvalant City, Silvalant Castle		
Other: Magic Jar (3.9%)		

MAGIC CLAY

BUY	SELL	COPY
300	75	50
EFFECT		
Use in Art		
ACQUIRE		
Shops: Portmith, Autanim, Tatroi, Astral City, Tropp, Eckdart, Ionis, Van City, safe house		
Maps: Van Castle		
Pickpocket: Astral Castle, Tropp, Durss		

MAGIC FILM

BUY	SELL	COPY
300	75	N/A
EFFECT		
Use in Replication		
ACQUIRE		
Shops: Ionis, safe house		
Pickpocket: Tropp, Van Castle		

MECHANIC'S TOOLBOX

BUY	SELL	COPY
1200	960	N/A
EFFECT		
Use in Machinist		
ACQUIRE		
Shops: Ionis, safe house		

PET FOOD

BUY	SELL	COPY
10	2	50
EFFECT		
Use in Familiar		
ACQUIRE		
Shops: Tatroi, Astral City, Tropp, Eckdart, Ionis, Van City, Silvalant City, safe house		
Pickpocket: Portmith, Eckdart		
Other: Santa's Boots (6.3%)		

PREMIUM PAPER

BUY	SELL	COPY
150	37	30
EFFECT		
Use in Contraband		
ACQUIRE		
Shops: Ionis, safe house		

SMITH'S HAMMER

BUY	SELL	COPY
600	150	30
EFFECT		
Use in Blacksmithing		
ACQUIRE		
Shops: Ionis, safe house		
Pickpocket: Van City		

Specialty Enhancement Items

These special items dramatically increase your characters' chances of successfully using their specialties and super specialties.

ELEMENT ANALYZER

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Appraising chances increased 20%		
ACQUIRE		
Create: Machinist		

GRAPHIC TOOL

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Art chances increased 20%		
ACQUIRE		
Create: Machinist		

KEEN KITCHEN KNIFE

BUY	SELL	COPY
4000	1600	N/A
EFFECT		
Cooking and Master Chef chances increased 20%		
ACQUIRE		
Shops: Eckdart, Van City, Silvalant City, safe house		

LEZARD FLASK

BUY	SELL	COPY
40000	10000	N/A
EFFECT		
Alchemy can create more powerful stones		
ACQUIRE		
Shops: Ionis, safe house		

MAGIC CAMERA

BUY	SELL	COPY
2000	500	N/A
EFFECT		
Required for Replication, can be replaced by RIRICA		
ACQUIRE		
Shops: Ionis, safe house		

MAGICAL RASP

BUY	SELL	COPY
100000	25000	N/A
EFFECT		
Customization and Blacksmith chances increased 20%		
ACQUIRE		
Shops: Silvalant City, safe house		

MUSIC EDITOR

BUY	SELL	COPY
100000	50000	N/A
EFFECT		
Music composing chances increased 20%		
ACQUIRE		
Create: Silvalant City, safe house		

RIRICA

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Use for Replication, increased chances of success over Magic Camera		
ACQUIRE		
Create: Machinist		

SOLDERING IRON

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Crafting chances increased 20%		
ACQUIRE		
Create: Machinist		

STERILE GLOVE

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Compounding chances increased 20%		
ACQUIRE		
Create: Machinist		

SURVIVAL KIT

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Survival chances increased 20%		
ACQUIRE		
Create: Machinist		

TRIANGLE FLASK

BUY	SELL	COPY
--	100000	N/A
EFFECT		
Alchemy chances increased 20%		
ACQUIRE		
Create: Machinist		

WORD PROCESSOR

BUY	SELL	COPY	EFFECT	ACQUIRE
--	100000	N/A	Writing chances increased 10%, Publication increased 20%	Create: Machinist

Musical Instruments

Musical instruments are naturally key to performing the Music specialty. Each instrument has two different songs you can learn and play.

CEMBALO

BUY	SELL	COPY
16000	8000	5
EFFECT		
Compose & perform "Spirit Dance" & "Faerie Dance"		
ACQUIRE		
Shops: Eckdart, safe house		

HARMONICA

BUY	SELL	COPY
800	200	5
EFFECT		
Compose & perform "Battle Blues" & "Lonely Blues"		
ACQUIRE		
Shops: Haute, Portmith, Eckdart, Durss, safe house		
Pickpocket: Eckdart		
Other: Magic Jar (0.8%)		

LYRE

BUY	SELL	COPY
12000	3000	5
EFFECT		
Compose & perform "Song for Justice" & "The Eternal Song"		
ACQUIRE		
Shops: Eckdart, safe house		

MYSTICAL SHAMISEN

BUY	SELL	COPY
100000	60000	N/A
EFFECT		
Compose & perform "A Pale Breeze" & "A Hidden Power"		
ACQUIRE		
Shops: Eckdart, safe house		

PIANO

BUY	SELL	COPY
80000	40000	5
EFFECT		
Compose & perform "Salvation Hymn" & "Celebration Hymn"		
ACQUIRE		
Shops: Eckdart, safe house		

PIPE ORGAN

BUY	SELL	COPY
5000	1250	5
EFFECT		
Compose & perform "A Healing Tune" & "A Relaxing Tune"		
ACQUIRE		
Shops: Tatroi, Eckdart, safe house		

SILVER TRUMPET

BUY	SELL	COPY
300000	180000	N/A
EFFECT		
Compose & perform "The Devil's Aria" & "Aria of the Gods"		
ACQUIRE		
Shops: Tropp, Eckdart, safe house		
Other: Magic Jar (0.4%)		

VIOLIN

BUY	SELL	COPY
50000	12500	5
EFFECT		
Compose & perform "Hero's Arrival" & "Goddess' Arrival"		
ACQUIRE		
Shops: Eckdart, safe house		

Miscellaneous Items

Some items are really only good for resale value…and some are frankly not even very good for that.

BLURRY PHOTO

BUY	SELL	COPY
--	5	N/A
EFFECT		
--		
ACQUIRE		
Pickpocket: Portmith, Eckdart		
Create: Replication (failed attempt)		

BOOK OF PROPHECY 1

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOOK OF PROPHECY 2

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOOK OF PROPHECY 3

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOOK OF PROPHECY 4

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOOK OF PROPHECY 5

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOOK OF PROPHECY 6

BUY	SELL	COPY
--	2	N/A
EFFECT		
Gibberish…or not?		
ACQUIRE		
Create: Writing (failed attempt)		

BOUNCED CHECK

BUY	SELL	COPY
--	1	30
EFFECT		
--		
ACQUIRE		
Create: Contraband (failed attempt)		

DOODLES

BUY	SELL	COPY
10	2	5
EFFECT		
--		
ACQUIRE		
Shops: Ionis ("Self-styled Painter")		
Create: Art (failed attempt w/Magic Canvas)		
Other: Magic Jar (5.9%)		

FANFIC

BUY	SELL	COPY
800	200	50
EFFECT		
--		
ACQUIRE		
Shops: Tatroi (Meili)		

FANFIC X

BUY	SELL	COPY
--	125000	50
EFFECT		
--		
ACQUIRE		
Enemies: Baird (10%)		

FANFIC!

BUY	SELL	COPY
--	750	--
EFFECT		
--		
ACQUIRE		
Pickpocket: Van Castle		

FANFIC!!!

BUY	SELL	COPY
10000	2500	50
EFFECT		
--		
ACQUIRE		
Shops: Mystery Shop		

FANFIC?

BUY	SELL	COPY
--	125	50
EFFECT		
--		
ACQUIRE		
Pickpocket: Ionis		

FANFIC!?

BUY	SELL	COPY
--	50	50
EFFECT		
--		
ACQUIRE		
Pickpocket: Autanim (x3)		

FANFIC ;O

BUY	SELL	COPY
--	75000	50
EFFECT		
--		
ACQUIRE		
Other: Magic Jar (0.4%)		

FANFIC ;)

BUY	SELL	COPY
--	250000	50
EFFECT		
--		
ACQUIRE		
Other: Santa's Boots (1.2%)		

FORGED BILL

BUY	SELL	COPY
--	2000	5
EFFECT		
--		
ACQUIRE		
Create: Contraband		

FORGED CERTIFICATE

BUY	SELL	COPY
--	300	N/A
EFFECT		
--		
ACQUIRE		
Create: Contraband		

FORGED CHECK

BUY	SELL	COPY
--	20000	5
EFFECT		
--		
ACQUIRE		
Create: Contraband		

FORGED DOCUMENT

BUY	SELL	COPY
--	50000	5
EFFECT		
--		
ACQUIRE		
Create: Contraband		

NEW BOOK OF PROPHECY

BUY	SELL	COPY
--	1	N/A
EFFECT		
--		
ACQUIRE		
Create: Writing (failed attempt)		

PAPER SCRAP

BUY	SELL	COPY
--	1	N/A
EFFECT		
--		
ACQUIRE		
Pickpocket: Tatroi		

PEBBLES

BUY	SELL	COPY
--	1	N/A
EFFECT		
--		
ACQUIRE		
Pickpocket: Astral City		
Create: Alchemy (failed attempt)		

PORTRAIT A

BUY	SELL	COPY
--	250	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT B

BUY	SELL	COPY
--	800	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT C

BUY	SELL	COPY
--	237	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT D

BUY	SELL	COPY
--	1000	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT E

BUY	SELL	COPY
--	125	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT F

BUY	SELL	COPY
--	225	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT G

BUY	SELL	COPY
--	450	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT H

BUY	SELL	COPY
--	750	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT I

BUY	SELL	COPY
--	4500	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT J

BUY	SELL	COPY
--	800	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT K

BUY	SELL	COPY
--	400	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT L

BUY	SELL	COPY
--	1200	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

PORTRAIT M

BUY	SELL	COPY
--	760	N/A
EFFECT		
--		
ACQUIRE		
Create: Art (Magic Canvas)		

SCRAP IRON

BUY	SELL	COPY
5	2	50
EFFECT		
--		
ACQUIRE		
Shops: Autanim		
Pickpocket: Tatroi		
Create: Machinist (failed attempt)		

STOCK CERTIFICATE

BUY	SELL	COPY
--	10000	5
EFFECT		
--		
ACQUIRE		
Create: Contraband		

WEIRD SHAPE

BUY	SELL	COPY
--	1	70
EFFECT		
--		
ACQUIRE		
Create: Art (failed attempt with Magic Clay)		

SKILLS

Purchased by the lot in Skill Guilds, skills can dramatically change the tide of battle and make your party more powerful and better prepared for the challenges ahead.

Combat skills provide new automatic abilities in battle, or—in the case of the SFT skills—unlock powerful new fighting moves. Most non-combat skills either enhance your characters' stats in some manner or give some other bonuses.

The non-combat skills serve double-duty, though, as they are what determine which specialties your character is capable of performing. These skills unlock a wealth of abilities, such as creating new items, finding items, temporarily altering character statistics, and more! All specialties require at least one skill to perform and the skill level helps dictate the level at which they can perform the specialty.

Skills require Skill Points to level up. The more powerful the skill, the more points are needed to boost it. All skills max out at level 10.

Combat Skills

BACKSTAB

Effect: Randomly teleport attacking character behind target; Backstab learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	14	16	18	20	22	24	26	28	30	195

ACQUIRE
Cave of the Seven Stars chest

BODY CONTROL

Effect: Reduces Daze effect time

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
5	7	9	11	13	17	21	25	30	35	173

ACQUIRE
Combat 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, Eckdart, Ionis, safe house

COUNTER

Effect: Press ⊗ while blocking to counterattack enemy; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
5	10	15	20	30	35	40	50	60	80	345

ACQUIRE
Combat 3 Skill Set (4500 Fol): Van City, Silvalant City, safe house

BAGUA SFT

Effect: Activate enhanced special arts; Bagua special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Treasury chest

CONCENTRATION

Effect: Randomly prevents spellcasting cancellation when casting character is attacked; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
10	15	20	30	40	50	60	70	80	90	465

ACQUIRE
Combat 3 Skill Set (4500 Fol): Van City, Silvalant City, safe house

DIVINE FURY SFT

Effect: Activate enhanced special arts; Divine Fury special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Old Race Ruins chest

FEINT

Effect: Randomly guarantees 100% accurate attacks; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
12	22	32	42	62	80	82	85	90	95	602

ACQUIRE
Combat 3 Skill Set (4500 Fol): Van City, Silvalant City, safe house

FELINE SFT

Effect: Activate enhanced special arts; Feline special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Treasure chest

FOUR BEASTS SFT

Effect: Activate enhanced special arts; Four Beasts special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Reward from King of Van for completing Labyrinth of Champions

GODS OF WAR SFT

Effect: Activate enhanced special arts; Gods of War special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Phia joins party in Astral Castle

GODSPEED

Effect: Movement speed increased, randomly teleport character into attack position; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
5	7	9	11	13	33	46	53	63	80	317

ACQUIRE
Combat 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, Eckdart, Ionis, safe house

GUARDBREAK

Effect: Randomly ignore enemy attacks, receiving no damage; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
22	24	32	34	46	48	60	70	80	90	506

ACQUIRE
Combat 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

HASTEN SPEECH

Effect: Decrease time needed to cast spells; casting time decreases with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
40	50	50	60	60	70	80	90	90	99	689

ACQUIRE
Combat 3 Skill Set (4500 Fol): Van City, Silvalant City, safe house

OMEGA SFT

Effect: Activate enhanced special arts; Omega special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123

ACQUIRE
Victory in Coliseum C Rank

POWER BURST

Effect: Randomly boosts damage inflicted by physical attacks by 25%; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
4	8	12	16	20	32	46	58	70	80	346

ACQUIRE
Combat 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

QIGONG

Effect: Randomly boosts DEF score when receiving damage; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
4	7	14	21	28	35	42	49	56	63	319

ACQUIRE
Combat 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

RECAST

Effect: Reduces the recovery time between spells; recovery time decreases with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
8	15	22	29	36	43	50	57	64	71	395

ACQUIRE
Combat 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, Eckdart, Ionis, safe house

SIDESTEP

Effect: Randomly evade enemy attacks, receiving no damage; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
12	22	32	42	62	80	82	85	90	95	602

ACQUIRE
Combat 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, Eckdart, Ionis, safe house

TRANCE

Effect: Randomly increase damage dealt from spells; odds improve with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
6	12	18	24	34	44	54	64	74	80	420



ACQUIRE
Combat 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

WYRM KING SFT

Effect: Activate enhanced special arts; Wyrm King special arts learning chances increase with skill level

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
-	4	6	8	10	13	16	19	22	25	123



ACQUIRE
Ashlay starts at Level 10, Roddick learns through Silvalant Castle Private Action with Ashlay

Non-Combat Skills

AESTHETIC DESIGN

Effect: STR, DEX, AGL, INT +6 per skill level

Specialties Affected: Customization

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
24	30	36	42	48	60	65	70	75	80	530



ACQUIRE
Sense 3 Skill Set (2700 Fol): Eckdart, Ionis, Van City, Silvalant City, safe house

ANIMAL TRAINING

Effect: N/A

Specialties Affected: Familiar

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	3	4	6	8	10	13	16	19	22	103



ACQUIRE
Technical 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, safe house

COURAGE

Effect: N/A

Specialties Affected: Pickpocketing

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
1	2	4	5	7	12	18	24	30	40	143



ACQUIRE
Sense 1 Skill Set (400 Fol): Haute, safe house

DETERMINATION

Effect: All skills level up requirements -2 per Determination level; cannot drop requirements lower than 1

Specialties Affected: Training

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
8	16	24	32	40	48	56	64	72	80	440



ACQUIRE
Sense 2 Skill Set (1600 Fol): Portmith, Autanim, Tatroi, Astral City, Tropp, safe house

ESP

Effect: Receive 1 random item at level up

Specialties Affected: Oracle

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
15	18	21	24	27	30	40	50	60	80	365



ACQUIRE
Sense 3 Skill Set (2700 Fol): Eckdart, Ionis, Van City, Silvalant City, safe house

AESTHETICS

Effect: N/A

Specialties Affected: Art, Crafting

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
8	9	10	11	12	24	38	52	66	70	300



ACQUIRE
Sense 1 Skill Set (400 Fol): Haute, safe house

BIOLOGY

Effect: Max HP increased by (skill level squared) x 10

Specialties Affected: Compounding

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
6	16	28	40	50	60	75	80	85	90	530



ACQUIRE
Knowledge 2 Skill Set (1500 Fol): Autanim, Tatroi, Astral City, Tropp, Eckdart, safe house

DANGER RADAR

Effect: STM +3 per skill level

Specialties Affected: Scouting

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	3	5	7	10	13	17	21	26	40	144



ACQUIRE
Sense 2 Skill Set (1600 Fol): Portmith, Autanim, Tatroi, Astral City, Tropp, safe house

EFFORT

Effect: Halves current EXP needed to level up every time skill level increases

Specialties Affected: Training

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
16	24	32	40	48	56	64	72	80	88	520



ACQUIRE
Sense 3 Skill Set (2700 Fol): Eckdart, Ionis, Van City, Silvalant City, safe house

EYE FOR DETAIL

Effect: AGL +1 per skill level

Specialties Affected: Crafting, Customization

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	7	11	16	22	29	37	46	56	230



ACQUIRE
Technical 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, safe house

FAERIOLOGY

Effect: INT +2 per skill level

Specialties Affected: Alchemy

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
3	5	7	11	13	15	19	23	27	31	154



ACQUIRE
Knowledge 3 Skill Set (2700 Fol): Safe house

IMITATION

Effect: N/A

Specialties Affected: Replication

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
6	12	18	26	34	42	48	54	60	80	380



ACQUIRE
Technical 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

KEEN EYE

Effect: Cooked dishes HP/MP recovery +1% per skill level

Specialties Affected: Cooking

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
1	3	5	7	9	11	13	15	17	19	100



ACQUIRE
Sense 1 Skill Set (400 Fol): Haute, safe house

MACHINERY

Effect: N/A

Specialties Affected: Machinist

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	6	8	10	13	16	19	22	25	125



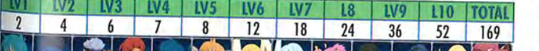
ACQUIRE
Technical 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, safe house

MINERALOGY

Effect: INT +3 per skill level

Specialties Affected: Alchemy, Appraising, Crafting

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	6	7	8	12	18	24	36	52	169



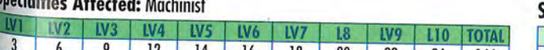
ACQUIRE
Knowledge 1 Skill Set (300 Fol): Haute, Portmith, safe house

OPERATION

Effect: N/A

Specialties Affected: Machinist

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
3	6	9	12	14	16	18	20	22	24	144



ACQUIRE
Technical 3 Skill Set (3600 Fol): Eckdart, Ionis, Van City, Silvalant, safe house

HERBOLOGY

Effect: Blueberries and Blackberries recovery +3% per skill level

Specialties Affected: Appraising, Compounding, Survival

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	3	5	8	12	17	23	30	38	47	185



ACQUIRE
Knowledge 1 Skill Set (300 Fol): Haute, Portmith, safe house

ITEM KNOWLEDGE

Effect: Item sell price +3% per skill level; only character with highest level is accounted for

Specialties Affected: Appraising

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
1	3	6	9	15	21	24	27	30	33	169



ACQUIRE
Knowledge 2 Skill Set (1500 Fol): Autanim, Tatroi, Astral City, Tropp, Eckdart, safe house

KNIFE

Effect: STR +10 per skill level

Specialties Affected: Cooking

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
8	12	18	20	32	40	50	55	65	90	390



ACQUIRE
Technical 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

MENTAL SCIENCE

Effect: Max MP +5 per skill level

Specialties Affected: Compounding

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
4	8	14	20	26	32	52	62	82	90	390



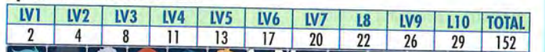
ACQUIRE
Knowledge 3 Skill Set (2700 Fol): Ionis, Van City, Silvalant City, safe house

MUSIC KNOWLEDGE

Effect: AGL +1 per skill level

Specialties Affected: Music

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	8	11	13	17	20	22	26	29	152



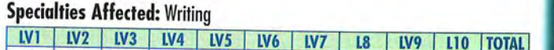
ACQUIRE
Knowledge 2 Skill Set (1500 Fol): Autanim, Tatroi, Astral City, Tropp, Eckdart, safe house

PENMANSHIP

Effect: DEX +1 per skill level

Specialties Affected: Writing

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
7	11	16	21	25	26	27	28	29	30	220



ACQUIRE
Technical 2 Skill Set (1600 Fol): Tatroi, Astral City, Tropp, safe house

PERFORMANCE

Effect: AGL +1 per skill level

Specialties Affected: Music

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	8	11	13	17	20	22	26	29	152



ACQUIRE

Technical 3 Skill Set (3600 Fol): Eckdart, Ionis, Van City, Silvalant, safe house

POKER FACE

Effect: GUTS +3 per skill level

Specialties Affected: Pickpocketing

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
5	8	11	14	17	20	24	28	32	36	195



ACQUIRE

Sense 2 Skill Set (1600 Fol): Portmith, Autanim, Tatroi, Astral City, Tropp, safe house

RECIPE

Effect: Eating favorite food effects raised: Lv0: recover 60% max HP/MP/; Lv1~4: 100% max HP recovered, 60% max MP recovered; Lv5~9, 100% max HP/MP recovered; Lv10: 100% HP/MP recovered, all status ailments healed (cannot revive fallen member)

Specialties Affected: Cooking

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
1	2	3	4	5	7	9	11	14	17	73



ACQUIRE

Knowledge Skill Set (300 Fol): Haute, Portmith, safe house

SKETCHING

Effect: N/A

Specialties Affected: Art

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
4	6	8	10	12	15	18	21	24	27	145



ACQUIRE

Technical 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

TECHNOLOGY

Effect: STR +10 per skill level

Specialties Affected: Alchemy

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
16	20	24	28	32	48	56	64	72	80	440



ACQUIRE

Technical 3 Skill Set (3600 Fol): Eckdart, Ionis, Van City, Silvalant, safe house

PIETY

Effect: Random stat (from STR to GUTS) +1 each time skill level increases

Specialties Affected: Oracle

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
12	16	20	24	28	32	36	40	60	80	348



ACQUIRE

Knowledge 3 Skill Set (2700 Fol): Ionis, Van City, Silvalant City, safe house

PURITY

Effect: Fol bonus at level up: (skill level squared) – ((skill level -1) squared)

Specialties Affected: Oracle

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
17	19	21	23	25	30	40	50	60	80	365



ACQUIRE

Sense 2 Skill Set (1600 Fol): Portmith, Autanim, Tatroi, Astral City, Tropp, safe house

RESILIENCE

Effect: CON +2 per skill level

Specialties Affected: Survival, Training

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	7	11	16	22	29	37	46	56	230



ACQUIRE

Sense 1 Skill Set (400 Fol): Haute, safe house

SMITHING

Effect: DEX +2 per skill level

Specialties Affected: Customizing

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
4	6	8	10	12	16	20	24	32	40	172



ACQUIRE

Technical 3 Skill Set (3600 Fol): Eckdart, Ionis, Van City, Silvalant, safe house

WHISTLING

Effect: N/A

Specialties Affected: Familiar

LV1	LV2	LV3	LV4	LV5	LV6	LV7	L8	LV9	L10	TOTAL
2	4	6	8	10	14	18	22	26	30	140



ACQUIRE

Technical 1 Skill Set (400 Fol): Haute, Portmith, Autanim, safe house

Read a Book!

Raising your skills up can burn a lot of Skill Points. Thankfully, the Writing specialty lets a character at Level 5 or higher in a specific skill attempt to write a book on that skill. These books, when used on other characters, instantly bump up their level in that skill. Skill books only boost up to Level 5, but that's still a lot of Skill Points saved! This is especially useful on the super-expensive skills like Biology, Imitation, and Technology! Of the 52 different skills available, only 21 have books to speed up the learning process. The rest you must learn the hard way! (See the next section for more detailed information on Writing and which skill you can write books about.)

SPECIALTIES

Specialties are an amazing way to expand your parties' abilities. Most are used to acquire items, either by finding them through unusual methods or creating new items out of less valuable ones; many pieces of valuable equipment can only be obtained in this way. There are other specialties, though, that can tweak a character's statistics or even change the world around your party for a brief period of time.

A character's level for any given specialty is determined by the average of all the skills required to attempt the specialty. If you're attempting Alchemy and you have Technology at Level 1, Mineralogy at 3, and Faeriology at 4, the resulting Alchemy Level will be 2 (1 + 3 + 4 = 8, divided by 3 that's 2.6 repeating, rounded down to 2). So naturally, the higher your character's skills, the better he is at the specialty.

Required Skills: The character must have these skills to make use of the specialty. The average of these "component" skills' levels determine the level of the specialty.
Required Talents: The character attempting a specialty must have these talents to succeed in the specialty. They can still try it, but this ultimately results in failure. Unfortunately, many of these talents cannot be developed *until* they make unsuccessful attempts!
Learned Talents: Attempting the specialty without the required talent offers the character the chance to learn the talents listed in this area. (The odds of learning are given in the characters' "Talents" sections.) Remember that some characters cannot learn certain talents no matter what!
Required Items: These items are required to utilize the specialty. Some (such as Herbs, Minerals, Ingredients, etc.) are consumed when an attempt is made.
Enhancing Items: Simply owning certain items can improve your chances of a successful specialty attempt. Many are expensive, but they are worth the Fol if you're going to do more than dabble in specialties.

Exploit the Rainbow

Raising specialties can take a fair amount of time and a lot of Skill Points. If you really want to boost your chances of success in specialties without spending all that time and effort, equip the character attempting a specialty with a Rainbow Diamond accessory. This magic Mineral artificially increases the wearer's specialty level by 1. Equip two of them for a two-level jump! Of course, you can't go above Level 10.

Keep in mind that depending on where you are in the game, you may want to *un*-equip the Rainbow Diamond as soon as you're done making your attempt, and equip an accessory designed more towards keeping your character alive.

Thrifty Spending

Although your specialty level is dictated by the average level of the component skills, sometimes you may want to prioritize which skills you spend your Skill Points on. For example, Pickpocketing requires Poker Face and Courage. While Poker Face increases your GUTS with every Skill Level, Courage does nothing outside of enabling Pickpocketing. If you're not going to take advantage of Pickpocketing, don't spend the Skill Points on Courage. If you are, prioritize Poker Face and save spending on Courage's higher levels for another time.

Alchemy

Required Skills: Technology, Mineralogy, Faeriology
Required Talents: Blessing of Mana
Learned Talents: N/A

Required Items: Iron
Enhancing Items: Triangle Flask, Lezard Flask

Creatable Minerals

LVL	TARGET MINERAL	DIFF.	LEZARD FLASK
1	Silver	1	--
1	Gold	2	--
2	Sapphire	2	--
2	Ruby	2	--
3	Green Beryl	3	--
3	Crystal	3	--
4	Diamond	4	--
5	Star Ruby	4	--
6	Damascus	5	--
6	Rune Metal	5	Yes
7	Orichalcum	6	--
7	Rainbow Diamond	6	Yes
8	Moonrock	8	Yes
8	Philosopher's Stone	8	Yes
8	Meteorite	8	Yes
8	Mithril	8	Yes

Alchemy Success Formula

(Alchemy Level x 16) / target Mineral difficulty = Odds of success

If you have the Triangle Flask item, your odds of success are automatically increased by 20%! Failure, however, produces nothing but nigh-worthless **Pebbles**.

Philosopher's Stone

Need some cash fast? The Philosopher's Stone sells for a whopping 300000 Fol! Unfortunately, with a maxed-out Level 10 in Alchemy and the Triangle Flask, you still only have a 40% chance of successfully making one. Still, Iron is a mere 150 Fol and available in most cities; hardly a bad investment even if it takes a few tries.

Appraising

Required Skills: Herbology, Item Knowledge, Mineralogy
Required Talents: N/A
Learned Talents: N/A

Required Items: Spectacles + "?" items
Enhancing Items: Element Analyzer

Appraising Success Formula

(Appraising Level x 5) + 30 = Odds of success

Throughout the game, you occasionally accumulate unidentified items marked with a "?" ("?ITEM", "?MINERAL", among others). These items are completely unusable until they go through an appraisal.

If you have the Element Analyzer, your odds of a successful appraisal increase by 20%! Thankfully, an unsuccessful appraisal doesn't cost anything more than the 10 Fol Spectacles item; the unidentified item remains unidentified for another attempt.

Art

Required Skills: Design, Aesthetics
Required Talents: Design Sense
Learned Talents: Design Sense

Required Items: Magic Canvas or Magic Clay
Enhancing Items: Graphic Tool

Potential Art Creations

ITEMS CREATED	LV1~2	LV3~4	LV5~6	LV7~8	LV9~10
Portrait A~M	84%	69%	50%	35%	25%
Critical Card, Revival Card, Victory Card	10%	15%	20%	20%	20%
Experience Card, Treasure Card, Wealth Card	5%	10%	15%	20%	20%
Benefaction Card, Faerie Card, Primavera	1%	5%	10%	15%	20%
Death of Socrates, Starry Night, The Scream	0%	1%	5%	10%	15%
MAGIC CLAY ITEMS CREATED	**LV1~2**	**LV3~4**	**LV5~6**	**LV7~8**	**LV9~10**
Silence Card, Veda Idol	83%	69%	50%	35%	25%
Hexagon Card, Illusion Doll	10%	15%	20%	20%	20%
Angel Statuette, Mirror of Knowledge	5%	10%	15%	20%	20%
Faerie Statuette, Jack-in-the-Box	1%	5%	10%	15%	20%
Goddess Statuette, Goodie Box, Warrior Idol	1%	1%	5%	10%	15%

Art Success Formula

(Art Level x 8) + 10 = Odds of success

Art enables you to create certain items to assist your party in battle.

If you have the Graphic Tool item, your odds of success are automatically increased by 20%! Failure, however, results in almost totally worthless **Doodles** (if using Magic Canvas) or a **Weird Shape** (if using Magic Clay).

A successful creation still has one more step, though: just *what* item is created. The higher your Art level, the greater your chances are of producing a powerful item.

Compounding

Required Skills: Biology, Herbology, Mental Science
Required Talents: N/A

Learned Talents: N/A
Required Items: Herbs
Enhancing Items: Sterile Glove

Compounding Success Rates

COMPOUNDING LVL	SUCCESS RATE
1	16%
2	18%
3	22.5%
4	25%
5	27.5%
6	32.5%
7	35%
8	37.5%
9	42.5%
10	45%

Compounding enables you to use the various Herbs you collect to make more powerful items.

If you have the Sterile Glove item, your chances of a successful Compounding increase by 20%! A successful Compounding creates one of four different items, depending on what combination of Herbs you're using. Keep in mind that some items can be made from multiple combinations.

Compounding Items

ARTEMIS LEAF+	POSSIBLE ITEMS
Artemis Leaf	Faerie Elixir, Immunity Pill, Medicine Bottle, Medicine Bottle
Athelas	Herbal Potion, Medicine Bottle, Potion of Epiphany, Wonder Drug
Mandrake	Hazardous Heal, Medicine Bottle, Sour Syrup, Sweet Syrup
Lavender	Medical Rinse, Resurrection Mist, Smelling Salts, Wonder Drug
Rose Hip	Compress of Veda, Marionette Pill, Paralysis Cure, Potion of Trust
Wolfsbane	Fruit Syrup, Hot Syrup, Sour Syrup, Violent Pill
ATHELAS +	**POSSIBLE ITEMS**
Athelas	Faerie Mist, Ointment of Veda, Resurrection Elixir, Smelling Salts
Lavender	Holy Mist, Potion of Reversal, Refreshing Syrup, Resurrection Mist
Mandrake	Elven Powder, Hot Syrup, Potion of Reversal, Risky Resurrection
Rose Hip	Mental Potion, Potion of Might, Potion of the Winds, Witch Powder
Wolfsbane	Bubble Lotion, Faerie Cologne, Potion of Lilith, Shock Oil

LAVENDER +	POSSIBLE ITEMS
Lavender	Herbal Potion, Medical Rinse, Mixed Syrup, Resurrection Elixir
Mandrake	Maple Syrup, Potion of Merlin, Potion of Nightmares, Smoke Oil
Rose Hip	Fruit Syrup, Holy Mist, Refreshing Syrup, Sweet Syrup
Wolfsbane	Bitter Lotion, Melt Potion, Oil of Paralysis, Stink Gel
MANDRAKE +	**POSSIBLE ITEMS**
Mandrake	Risky Resurrection, Sacrifice Pill, Temper Tablet, Violent Pill
Rose Hip	Attack Potion, Lotion of Strength, Potion of Epiphany, Potion of the Winds
Wolfsbane	Bubble Lotion, Faerie Cologne, Melt Potion, Potion of Lilith
ROSE HIP +	**POSSIBLE ITEMS**
Rose Hip	Antidote, Maple Syrup, Mixed Syrup, Sweet Potion
Wolfsbane	Hazardous Heal, Paralysis Mist, Potion of Nightmares, Succubus Perfume
WOLFSBANE +	**POSSIBLE ITEMS**
Wolfsbane	Malodorous Potion, Melt Potion, Mist of Madness, Stink Gel

Cooking

Required Skills: Keen Eye, Knife, Recipe
Required Talents: Taste
Learned Talents: Taste

Required Items: Ingredients
Enhancing Items: Keen Kitchen Knife

Cooking Success Formula

((Cooking Level x 10) + 50) / Dish Difficulty = Odds of success

Hungry? Cooking creates a wide range of dishes to restore your characters' lost HP and MP. A few dishes even cure ailments! The higher your Cooking level, the bigger and better the dishes you can make.

With the Keen Kitchen Knife, your chances of a successful Cooking attempt increase by 20%. Be warned, though, that regardless of your final score, there is always at least a 10% chance of your Cooking attempt failing. Any score above 90% automatically reduces to 90%!

Drinking Age

Some drinks can only be made by characters who are 20 years of age or older. Make sure you have at least one of these six characters properly leveled up in Cooking in order to make these drinks, especially since Ilia and Cyuss's favorite dishes require an older person to make them! (Dishes requiring older characters are marked with a (20+) beside their name.)

Fave Foods

Each character has his or her own favorite food item. Feeding them their faves results in a higher than normal recovery effect! Favorites are noted next to the dish name.

Creamy Cheese Dishes

LVL	DISH	DIFF.
1	Delectable Cheese	3
1	Fresh Juice	3

Fruit Dishes

LVL	DISH	DIFF.
-	Awful Cider (20+)	Failure
-	Bitter Juice	Failure
1	Apple Pie	1
1	Granadilla Juice (20+)	1
1	Orange Shake	1
1	Sherbet	2
1	Hogplum Juice (20+)	3
4	Mango Shake	2
4	Chocolate Banana (Welch fave)	3

Fruit Dishes (cont.)

LVL	DISH	DIFF.
4	Watermelon Bar	3
4	Fruit Cake	4
4	Mangosteen Juice (20+)	4
4	Sole in Wine Sauce (Mavelle fave)	4
7	Fruit Parfait (Millie fave)	3
7	Fruit Punch	3
7	Cactus Cocktail (20+)	8
7	White Peach in Syrup	8

Gelatinous Slime Dishes

LVL	DISH	DIFF.
1	Collagen Jelly	3
1	Ooze Cocktail	3
1	Slimy Gelatin	8
4	Saucy Noodles	4

Grains Dishes

LVL	DISH	DIFF.
--	Banana Frappe (20+)	Failure
--	Stinky Bean Cake	Failure
1	Cold Soba	1
1	Natto	1
1	Salt Rice Ball (T'nique fave)	2
1	Plum Rice Ball	3
1	Salmon Rice Ball	3
1	Bonito Rice Ball	4
1	Seaweed Rice Ball	4
4	Bloody Driver (20+)	1
4	Cola (20+)	1
4	Crazy Cow (20+) (Ilia fave)	1
4	Cream Soda (20+)	1
4	Root Beer (20+)	1
4	Super Rice Ball	1
4	Joyful Bandit Cider (20+)	2
4	Mango Lassie (20+)	2
4	Fiery Cyclops Cider (20+)	3
4	Fire in the Sky (20+)	3
7	Golden Natto	3
7	Handmade Soba	3
7	Tropical Melody (20+) (Cyuss fave)	4
7	Howling Fox Cider (20+)	8
7	Leaping Titan Cider (20+)	8

Eggs and Dairy Dishes

LVL	DISH	DIFF.
-	Bitter Cake	Failure
-	Old Milk	Failure
1	Macaroni Gratin	1
1	Sugar Crepe	1
1	Rice Omelet (Erys fave)	2
1	Vanilla Ice Cream	2
1	Coffee Milk	3
4	Fried Egg	2
4	Ham and Eggs	2
7	Egg Soup	2
7	Milk Shake	3
7	Sea Yogurt	4
7	Sachertorte	3

Ingredients of Yarma Dishes

LVL	DISH	DIFF.
1	Devil's Ramen	6
1	Hot Pot of Shadows	6
4	Steak of the Demons	6
7	Luxury Grape Juice	6

Magic Rice Dishes

LVL	DISH	DIFF.
1	Pure Rice Ball	3
1	Tearful Risotto	3
7	Sweet Curry	4

Marenne Oysters Dishes

LVL	DISH	DIFF.
1	Lord's Ozoni	3
1	Eel Soup	4
4	Super-Spicy Stew	5

Meat Dishes

LVL	DISH	DIFF.
-	Tasteless Stew	Failure
1	Chicken Shish Kebab	1
1	Escargot (Joshua fave)	1
1	Pork Soup	2
4	Spicy Beef Soup	2
4	Hamburg Steak	3
4	Liver Stir Fry	3
7	10 oz. Steak (Dorne fave)	4
7	16 oz. Steak	4
7	Prehistoric Meat	8

Organic Vegetables Dishes

LVL	DISH	DIFF.
1	Kimchi	3
1	Healthy Juice	4
7	Golden Stew	5

Seafood Dishes

LVL	DISH	DIFF.
-	Rotting Sashimi	Failure
1	Batter-Fried Shrimp	1
1	Tuna Sashimi	1
1	Fish Soup	2
4	Grilled Turban Shell (Phia fave)	2
4	Seafood Pasta	2
4	Boiled King Crab	3
4	Sea Bream Sashimi	3
4	Seafood Salad	3
7	Fine Tuna Sashimi (Pericci fave)	2
7	Shark's Fin Bun	3
7	Lobster Soup	4

Sirloin Dishes

LVL	DISH	DIFF.
1	Christmas Turkey	3
1	Amazing Tenderloin	4
2	Golden Stir-Fry	2

Sweet Fruit Dishes

LVL	DISH	DIFF.
1	Deluxe Fruit Platter	3
1	Demonic Durian	4
1	Beautiful Ice Cream	5
4	Custard of Life	8

Top Quality Tuna Dishes

LVL	DISH	DIFF.
1	Legendary Otoro	3
1	Tuna Platter	3
4	Tuna Belly Rice Bowl	8

Vegetables Dishes

LVL	DISH	DIFF.
-	Wilted Salad	Failure
1	Boiled Mushrooms (Ronyx fave)	1
1	Corn on the Cob	2
1	Salad	2
4	Cabbage Roll	1
4	Stir-Fry	2
4	Twice-cooked Pork (Roddick fave)	2
4	Vegetable Soup	2
7	Fresh Spring Roll	3
7	Stew	3
7	Mesona Jelly (Ashlay fave)	5

Wobbly Slime Dishes

LVL	DISH	DIFF.
1	Nata de Coco	2
1	Tofu Pudding	2
1	Agar Drink	4
4	Slimy Gelatin	4

Note on Cooking

While failed cooking usually produces a food item of questionable benefit, failed attempts at cooking higher-quality Ingredients ultimately result in no item being made whatsoever.

Crafting

Required Skills: Aesthetics, Eye for Detail, Mineralogy
Required Talents: Originality, Nimble Fingers
Learned Talents: Originality, Nimble Fingers
Required Items: Minerals
Enhancing Items: Soldering Iron

Crafting Success Formula
(Crafting Level x 10) / Item difficulty score = Odds of success

Sometimes, do-it-yourself fashion really shines. Crafting allows you to turn certain Minerals into items! While most of the items you can make are accessories, some unique weapons and armor can be made through Crafting.

Owning the Soldering Iron item adds another 20% to the total. However, remember that regardless of your final score, there is always a 25% chance of the Crafting attempt failing. Failed Crafting yields such dubious pieces as the **Heavy Ring**, the **Lame Earring**, and the **Ugly Accessory**.

Crystal Crafting

ITEM	SCORE	CRAFTERS
Froghead	1	Phia, Ioshua, Mavelle, T'nique, Pericci, Erys, Welch
Intimidation Pendant	1	Ronyx, Cyuss
Prism Ring	2	Roddick, Cyuss, Phia, Pericci
Holy Ring	2	Millie, Ronyx, Ioshua, Mavelle, Ashlay, Erys, Welch
Glass Slipper	3	Millie, Phia, Mavelle, Pericci, Erys, Welch
Ring of Resistance	3	Roddick, Ronyx, Ilia, Cyuss, Phia, Ioshua, Ashlay, T'nique, Pericci
Princess Ring	4	Millie, Ioshua, Mavelle, Erys, Welch
Ring of Fusion	4	Roddick, Ronyx, Ilia, Cyuss, Phia, Ioshua, Mavelle, Ashlay, T'nique, Pericci, Erys

Diamond Crafting

ITEM	SCORE	CRAFTERS
Earring of Magnetism	1	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci
Lavish Idol	1	Millie, Ioshua, Mavelle, Erys, Welch
Earring of Readiness	2	Roddick, Ronyx, Ilia, Phia, Mavelle, Ashlay, T'nique, Erys
Glittering Earring	2	Phia
Ring of Trust	3	Millie, Ronyx, Ilia, Ioshua, Mavelle, Pericci, Erys, Welch
Sacrificial Doll	3	Roddick, Ilia, Cyuss, Phia, Ioshua, Ashlay, T'nique, Pericci
Thunder Ring	4	Ronyx, Mavelle, T'nique, Erys
Earring of the Winds	4	Millie, Ronyx, Ioshua, Mavelle, Ashlay, Erys, Welch

Gold Crafting

ITEM	SCORE	CRAFTERS
Gold Idol	1	Millie, Ilia, Ioshua, Mavelle, Pericci, Erys, Welch
Golden Brooch	1	Roddick, Millie, Ronyx, Ilia, Phia, Mavelle, Pericci, Erys, Welch
Gold Earring	2	Millie, Ioshua, Mavelle, Ashlay, Erys, Welch
Gold Ring	2	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Gold Bracelet	3	Roddick, Cyuss, Phia, Ashlay, T'nique
Gold Crown	3	Cyuss
Gold Cross	4	Roddick, Cyuss, Phia, Ashlay, T'nique
Storm Ring	4	Millie, Ronyx, Ilia, Phia, Ioshua, Mavelle, Ashlay, T'nique, Pericci, Erys, Welch

Green Beryl Crafting

ITEM	SCORE	CRAFTERS
Crown	1	Millie, Ronyx, Ilia, Ioshua, Mavelle, T'nique, Erys
Green Bracelet	1	Millie, Ilia, Phia, Ioshua, Pericci
Chain of Might	2	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci, Welch
Talisman	2	Ronyx, Cyuss, Mavelle, Erys
Bracelet of Gambling	3	Roddick, Phia, Ashlay
Emerald Ring	3	Millie, Ronyx, Ioshua, Mavelle, Ashlay, Erys
Emerald Earring	4	Millie, Ronyx, Phia, Ioshua, Mavelle, T'nique, Pericci, Erys
Faerie Ring	4	Roddick, Ilia, Phia, Ashlay, T'nique, Pericci, Welch

Iron Crafting

ITEM	SCORE	CRAFTERS
Amulet of Antivenin	1	Roddick, Cyuss, Ioshua, Mavelle, Erys
Weird Doll	1	Millie, Ronyx, Ioshua, Mavelle, Erys
Amulet of Freedom	2	Millie, Cyuss, Ioshua, Mavelle, Ashlay, Erys, Welch
Hefty Ring	2	Roddick, Ronyx, Ilia, Ashlay, T'nique, Pericci, Welch
Amulet of Flexibility	3	Cyuss, Mavelle, T'nique, Erys, Welch
Heavy Ring	3	Roddick, Welch
Onyx Earring	4	Millie, Ronyx, Phia, Ioshua, Mavelle, Pericci, Erys, Welch
Hefty Earring	4	Roddick, Ilia, Phia, Ashlay, T'nique, Pericci

Moonrock Crafting

ITEM	SCORE	CRAFTERS
Ring of Insanity	1	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci
Ring of the Accursed	1	Ronyx, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci
Earring of Frenzy	2	Roddick, Ilia, Phia, Ashlay, T'nique, Pericci, Welch
Moon Earring	2	Millie
Lunar Charm	3	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Lunar Talisman	3	Roddick, Ilia, Cyuss, Phia, Ioshua, Mavelle, Ashlay, T'nique, Pericci, Erys, Welch
Moonlight	4	Roddick, Ilia, Phia, Mavelle, T'nique, Erys, Welch
Ring of Lunacy	4	Millie, Ioshua, Mavelle, Erys, Welch

Philosopher's Stone Crafting

ITEM	SCORE	CRAFTERS
Hammer Charm	1	Roddick, Ilia, Cyuss, Phia, T'nique, Pericci
Mist Insignia	1	Millie, Ronyx, Ioshua, Mavelle, Erys
Mallet Charm	2	Roddick, Ilia, Cyuss, Phia, T'nique, Pericci
Ring of Infinity	2	Millie, Ioshua, Mavelle, Erys, Welch
Mind Ring	3	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Ring of Mental Power	3	Roddick, Ronyx, Ilia, Phia, Ioshua, Mavelle, Ashlay, T'nique, Erys, Welch
Ring of Avoidance	4	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Ring of Wisdom	4	Roddick, Ilia, Phia, Ashlay, T'nique

Rainbow Diamond Crafting

ITEM	SCORE	CRAFTERS
Dream Bracelet	1	Roddick, Ilia, Phia, Ioshua, Mavelle, Ashlay, T'nique, Erys, Welch
Mystic Amulet	1	Millie, Ronyx, Phia, Ioshua, Mavelle, Ashlay, Erys, Welch
Breeze Earring	2	Roddick, Ilia, Cyuss, Phia, Mavelle, Ashlay, T'nique, Pericci, Erys, Welch
Magic Cross	2	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Regeneration Ring	3	Roddick, Ilia, Cyuss, Phia, Mavelle, Ashlay, T'nique, Pericci, Erys, Welch
Ring of Healing	3	Millie, Ioshua
Light Cross	4	Millie, Ronyx, Ilia
Ring of Might	4	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci

Ruby Crafting

ITEM	SCORE	CRAFTERS
Flare Ring	1	Millie, Cyuss, Ioshua, Mavelle, Ashlay, T'nique, Erys, Welch
Ruby Earring	1	Cyuss, Pericci
Berserker Ring	2	Roddick, Ilia, Cyuss, Ioshua, Ashlay, T'nique, Welch
Blood Earring	2	Millie, Phia, Ioshua, Mavelle, Erys, Welch
Shield Earring	3	Millie, Phia, Ioshua, Pericci
Ricochet Bracelet	3	Ronyx
Fire Ring	4	Ronyx

Sapphire Crafting

ITEM	SCORE	CRAFTERS
Anklet	1	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci, Welch
Aqua Ring	1	Millie, Ronyx, Cyuss, Ioshua, Mavelle, T'nique, Pericci, Erys, Welch
Foot Insignia	2	Millie, Ronyx, Ilia, Ioshua, Mavelle, T'nique, Erys, Welch
Purple Amulet	2	Roddick, Cyuss, Phia, Ashlay, Pericci, Welch
Angelic Headband	3	Millie, Ilia, Phia, Mavelle, Pericci, Erys
Blue Talisman	3	Millie, Ronyx, Cyuss, Ioshua, Mavelle, Ashlay, Erys, Welch
Water Ring	4	Ioshua

Silver Crafting

ITEM	SCORE	CRAFTERS
Silver Barrette	1	Roddick, Ronyx, Ilia, Cyuss, Phia, Ashlay, Pericci
Silver Idol	1	Millie, Ronyx, Phia, Ioshua, Mavelle, Pericci, Erys, Welch
Silver Pendant	2	Millie, Ronyx, Ioshua, Mavelle, T'nique, Erys, Welch
Silver Ring	2	Roddick, Millie, Ilia, Cyuss, Ashlay, T'nique, Pericci
Silver Amulet	3	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Silver Charm	3	Roddick, Ilia, Cyuss, Phia, Mavelle, Ashlay, T'nique, Pericci, Erys
Silver Cross	4	Roddick, Ilia, Cyuss, Ashlay, T'nique, Pericci
Silver Earring	4	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch

Smooth Crystal Crafting

ITEM	SCORE	CRAFTERS
Symbol of the Gods	-	Welch

Star Ruby Crafting

ITEM	SCORE	CRAFTERS
Stardust Ring	1	Millie, Ronyx, Mavelle, Ashlay, Erys, Welch
Ruby Pendant	1	Roddick, Ilia, Phia, Ioshua, T'nique
Necklace	2	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci, Welch
Star Earring	2	Millie, Ronyx, Ioshua, Mavelle, T'nique, Erys, Welch
Shield Ring	3	Roddick, Ilia, Cyuss, Phia, Ashlay, T'nique, Pericci
Star Necklace	3	Millie, Ronyx, Ioshua, Mavelle, Erys, Welch
Ring of Absorption	4	Millie, Ronyx, Ilia, Phia, Ioshua, Mavelle, T'nique, Erys, Welch

Customization

Required Skills: Aesthetic Design, Eye for Detail, Smithing
Required Talents: Originality (see section that follows)
Learned Talents: N/A
Required Items: Customizable weapon + Mineral
Enhancing Items: Magical Rasp

Customizing Success Formula

Skill Level + 60 = Odds of success

Customization lets you combine certain weapons with the Minerals you have on-hand to create different weapons, ideally better ones. It's a risky specialty, putting your weapons to the hammer, but it can result in some unique and powerful items.

Owning the Magical Rasp increases your chances of success by 20%. Unusually, having the "required" talent "Originality" isn't actually required for a successful Customization. It does, however, add another 5% to your odds of success. Your Skill Level only adds a single percentage point per level to the odds, but 10% is 10%. Thus, without any outside influences like Music (see the Music specialty), you always have at least a 5% chance of failure, even at Level 10. Failure nets you a useless piece of junk.

Once it's been determined if you've succeeded in Customizing, what you've made is determined using the value of both the ingredient weapon and Mineral.

This formula results in a number that determines what item you've made via the charts that follow. Owning the Magical Rasp adds another 20 to the grand total, netting a much better item! Keep in mind that different characters have different combinations and ratings.

Customizing Result Item Formula

Mineral Quality rating + Weapon Quality rating + 1 + ((Random number from 0 to character's Customizing Level) x 5)

Back Up Your Data!

Confused? Let's say you're going to have Roddick attempt to customize the Air Slicer by adding a Star Ruby to it. He has a Customization level of 5 and he succeeds in his attempt.

The Star Ruby has a Quality of 8 and the Air Slicer has 16, for a total of 24. Add 1 for 25. The computer picks a random number from 0 to 5 (the max being his Customizing level), multiplies that number by five, then adds that total (from 0 to 25 in increments of 5) to the previous total.

That random variable can have a huge effect on what you receive. In this example, you can get a total of 25 (the Walloon Sword, weaker than the original Air Slicer), 30 or 35 (Longsword +2, also weaker), 40 or 45 (Holy Sword, which is stronger), or 50 (Sword of Marvels). Of course, if you have the Magical Rasp, that number jumps another 20 points, resulting in a bare minimum of 45 (Holy Sword) and a maximum of 70 (Moonfalx).

As such, it cannot be stressed enough that you *save your game before attempting customization with valuable items*. Even with a Customization level of 10 and the Magical Rasp, Roddick's attempt to make the 1600-ATK Silvance (Force Sword + Philosopher's Stone) could result in a mere 750-ATK Sword of Stealth, which is significantly weaker than the Force Sword's ATK of 1000. If the new weapon ends up being weaker than the old one, then it takes only a few seconds of time to re-load a previous game and try again.

Mineral Quality

MINERAL	QUALITY #
Iron	0
Gold	1
Silver	1
Sapphire	2
Ruby	2
Green Beryl	4
Crystal	4
Diamond	6
Star Ruby	8
Damascus	10
Rune Metal	12
Orichalcum	14
Rainbow Diamond	14
Moonrock	16
Philosopher's Stone	18
Meteorite	18
Mithril	20

ATK/MAG: The ATK/MAG value of the item.
Quality: The Quality rating of the item when used as an ingredient in item creation calculation.
Create: "Y" means the item can be created via Customization. Weapons listed that cannot be created can be used as ingredients for other items.
Range: "Creation range". If your item creation calculation falls within this range, you will create this item. (This value is ignored if your combination and range satisfy the requirements for a "Creation Combo" item; see next entry.)
Creation Combo: Some items can be created from specific combinations of ingredients and a high enough calculation total. "WQ" indicates that you can use any weapon with a quality rating that falls within the noted range.



Roddick's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Dull Blade	1	--	Y	Failure	--
Weird Shield	--	--	Y	0~9	--
Scumbag Slayer	1	6	--	--	--
Longsword	30	6	--	--	--
Saber	50	6	--	--	--
Sinclair	130	8	Y	10~19	--
Longsword +1	200	8	Y	--	WQ 0~10 + Crystal, Total > 20
Walloon Sword	270	12	Y	20~29	WQ 0~10 + Sapphire, Total > 30
Longsword +2	350	14	Y	30~39	--
Dwarven Sword	420	14	--	--	--
Air Slicer	490	16	--	--	--
Damascus Sword	560	16	Y	--	WQ 11~20 + Damascus, Total > 40
Holy Sword	630	18	Y	40~49	--
Sword of Marvels	700	20	Y	50~59	--
Sword of Stealth	750	22	Y	60~69	--
Sword of Strength	750	22	Y	--	WQ > 21 + Rune Metal, Total > 70
Moonfalx	800	24	Y	70~79	--
Luxurious Sword	850	24	--	--	--
Mithril Sword	900	26	Y	--	Moonfalx + Mithril, Total > 50
Souleater	950	26	Y	80+	Scumbag Slayer + Meteorite, Total > 60
Meteor Crusher	950	26	Y	--	Mithril Sword + Star Ruby, Total > 60
Force Sword	1000	28	--	--	--
Dueling Sword	1200	28	Y	--	Luxurious Sword + Damascus, Total > 70
Silvance	1600	28	Y	--	Force Sword + Philosopher's Stone, Total > 80
Aurora Blade	2000	30	--	--	--



Ronyx's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Creaky Rod	1	--	Y	Failure	--
Weird Clothing	--	--	Y	0~9	--
Shortbow	100	4	Y	10~19	--
Long Bow	150	8	Y	20~39	--
Crossbow	200	10	Y	40~49	--
Arbalest	300	14	Y	50~69	WQ 1~10 + Orichalcum, Total > 40
Elven Bow	400	16	--	--	--
Sylvan Bow	600	18	Y	70+	Elven Bow + Rune Metal, Total > 60
Bow of Explosion	800	24	Y	--	Sylvan Bow + Philosopher's Stone, Total > 70
Bow of Lightning	800	30	--	--	--



Ilia's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Rickety Knuckles	1	--	Y	Failure	--
Ladyfingers	--	--	Y	0~9	--
Brass Knuckles	50	6	--	--	--
Hard Knuckles	100	8	Y	10~29	--
Knuckles +1	150	8	Y	30~49	--
Taloned Knuckles	200	10	--	--	--
Cestus	300	12	--	--	--
Knuckles +2	400	14	Y	--	WQ 1~10 + Gold, Total > 40
Metal Fang	500	16	Y	--	WQ 21 + Rune Metal, Total > 60
Silver Knuckles	600	22	Y	60~69	WQ 1~10 + Silver, Total > 40
Blazing Knuckles	700	22	Y	60~69	Metal Fang + Star Ruby, Total > 70
Cestus of Poison	800	24	Y	70+	--
Dragon Claw	900	26	Y	--	Cestus of Poison + Moonrock, Total > 80
Kaiser Knuckles	1100	30	--	--	--



Cyuss's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Dull Blade	1	--	Y	Failure	--
Weird Helmet	--	--	Y	0~9	--
Scumbag Slayer	1	4	--	--	--
Dwarven Sword	50	6	--	--	--
Claymore	100	6	--	--	--
Silver Sword	180	8	Y	10~19	--
Zweihander	300	10	Y	20~29	--
Flamberge	500	14	--	--	--
Claymore +2	600	16	Y	40~49	WQ 1~10 + Ruby, Total > 40
Astral Sword	700	18	Y	--	WQ 21 + Diamond, Total > 50
Magnifying Blade	800	20	Y	50~59	--
Force Sword	900	22	Y	--	WQ 11~20 + Green Beryl, Total > 50
Searing Sword	1000	22	Y	60~69	--
Vorpal Sword	1000	22	Y	--	Astral Sword + Star Ruby, Total > 60
Luxurious Sword	850	24	--	--	--
Slayer Sword	1200	26	Y	70~79	Scumbag Slayer + Meteorite, Total > 70
Blade of Doom	1400	26	Y	--	Luxurious Sword + Mithril, Total > 70
Berserk Sword	1400	26	Y	80+	--
Force Sword	1000	28	--	--	--
Meteor Striker	18000	28	Y	--	Force Sword + Moonrock, Total > 80
Cyuss Special	2400	30	--	--	--



Phia's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Wimpy Sword	1	--	Y	Failure	--
Weird Cap	--	--	Y	0~9	--
Small Sword	50	4	--	--	--
Scumbag Slayer	1	6	--	--	--
Gladius	100	6	--	--	--
Baselard	150	8	--	--	--
Gladius +1	200	8	Y	10~19	--
Gladius +2	250	10	Y	20~29	--
Bloody Sword	400	14	Y	40~59	WQ 1~10 + Gold, Total > 40
Fameface	500	16	Y	60~69	WQ 1~10 + Sapphire, Total > 50
Elemental Blade	600	18	Y	--	WQ 21 + Meteorite, Total > 50
Ice Blades	650	20	Y	--	Luxurious Sword + Mithril, Total > 70
Flare Baselard	650	20	Y	70~79	Elemental Blade + Star Ruby, Total > 60
Assassin's Sickles	700	24	Y	80+	Scumbag Slayer + Moonrock, Total > 60
Death Bringer	700	24	Y	--	Ice Blades + Philosopher's Stone, Total > 80
Dragon Blade	800	26	--	--	--
Luxurious Sword	850	28	--	--	--
Force Sword	1000	30	--	--	--



Mavelle's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Creaky Rod	1	--	Y	Failure	--
Weird Shoes	--	--	Y	0~9	--
Raven Orb	280	8	Y	10~19	--
Ruby Orb	360	10	Y	20~29	--
Water Orb	440	12	Y	30~49	--
Crescent Orb	520	16	Y	50~59	--
Orb of the Valkyrie	600	20	Y	60~69	WQ 21 + Sapphire, Total > 50
Silver Orb	700	22	Y	--	Orb of the Valkyrie + Silver, Total > 60
Rune Orb	800	24	Y	70~79	--
Flame Orb	1000	26	Y	80+	Rune Orb + Star Ruby, Total > 70
Orb of Darkness	1200	28	Y	--	Flame Orb + Philosopher's Stone, Total > 80
Holy Orb	1500	30	--	--	--



Ashlay's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Wimpy Sword	1	--	Y	Failure	--
Weird Helmet	--	--	Y	0~9	--
Scumbag Slayer	1	6	--	--	--
Longsword	30	6	--	--	--
Saber	50	6	--	--	--
Sinclair	130	8	--	--	--
Longsword +1	200	8	Y	10~19	--
Walloon Sword	270	12	Y	20~29	--
Longsword +2	350	14	Y	30~39	--
Dwarven Sword	420	14	--	--	--
Air Slicer	490	16	--	--	--
Damascus Sword	560	16	Y	40~49	--
Holy Sword	630	18	Y	--	WQ 1~20 + Crystal, Total > 50
Sword of Marvels	700	20	Y	--	WQ 21 + Diamond, Total > 60
Sword of Stealth	750	22	Y	50~59	--
Sword of Strength	750	22	Y	--	WQ 21 + Star Ruby, Total > 60
Moonfalx	800	24	Y	60~69	--
Luxurious Sword	850	24	--	--	--
Mithril Sword	900	26	Y	--	Moonfalx + Mithril, Total > 60
Soul Eater	950	26	Y	80+	--
Meteor Crusher	950	26	Y	70~79	Mithril Sword + Damascus, Total > 70 /or/ Scumbag Slayer + Mithril, Total > 60
Force Sword	1000	28	--	--	--
Dueling Sword	1200	28	Y	--	Luxurious Sword + Rainbow Diamond, Total > 70
Silvance	1600	28	Y	--	Force Sword + Philosopher's Stone, Total > 70
Murasama	2000	30	--	--	--



T'nique's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Wimpy Sword	1	--	Y	Failure	--
Weird Shoes	--	--	Y	0~9	--
Scumbag Slayer	1	6	--	--	--
Quarterstaff	100	8	Y	10~19	--
Spear	300	12	Y	20~29	--
Long Spear	400	14	Y	30~39	--
Long Spear +1	500	16	Y	--	WQ 1~10 + Sapphire, Total > 30
Three Section Staff	550	18	Y	40~49	WQ 1~10 + Green Beryl, Total > 40
Long Spear +2	600	18	Y	50~59	--
Halberd	750	20	Y	--	WQ 11~20 + Diamond, Total > 50
Spinning Spear	800	20	Y	--	WQ 21 + Damascus, Total > 60
Whirlwind	500	22	Y	60~69	--
Flamelancer	850	22	Y	70~79	Whirlwind + Star Ruby, Total > 60 /or/ Scumbag Slayer + Philosopher's Stone, Total > 60
Saint's Halberd	900	24	Y	--	Flamelancer + Orichalcum, Total > 70
Dragon Lance	1000	28	Y	80+	--
Enhanced Halberd	1200	26	Y	--	Dragon Lance + Meteorite, Total > 80
Star Lance	1500	30	--	--	--



Pericci's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Rickety Knuckles	1	--	Y	Failure	--
Tattered Bikini	--	--	Y	0~9	--
Brass Knuckles	50	4	Y	10~19	--
Hard Knuckles	100	6	Y	20~29	--
Knuckles +1	150	8	Y	30~39	--
Taloned Knuckles	200	10	Y	--	WQ 1~10 + Gold, Total > 20
Cestus	300	12	--	--	--
Knuckles +2	400	16	Y	40~49	WQ 1~10 + Crystal, Total > 30
Metal Fang	500	18	Y	50~59	--
Silver Knuckles	600	18	Y	--	WQ 11~20 + Silver, Total > 50
Blazing Knuckles	700	20	Y	60~69	Silver Knuckles + Star Ruby, Total > 60
Cestus of Poison	800	22	Y	70+	--
Dragon Claw	900	24	Y	--	Cestus of Poison + Moonrock, Total > 80
Xtra Knuckles	1000	30	--	--	--



Welch's Customization

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Creaky Rod	1	--	Y	Fail	--
Strange Potion	--	--	Y	0~9	--
Handy Stick	150	4	Y	10~29	--
Scumbag Slayer	1	6	--	--	--
Fuzzy Handy Stick	250	8	--	--	--
Playful Handy Stick	350	10	Y	30~39	WQ 1~10 + Gold, Total > 20
Tedious Handy Stick	500	14	Y	--	WQ 1~10 + Green Beryl, Total > 30
Tense Handy Stick	600	18	Y	40~49	WQ 11~20 + Crystal, Total > 40
Worrying Handy Stick	700	20	Y	50~59	--
Annoying Handy Stick	800	22	Y	70~79	Worrying Handy Stick + Damascus, Total > 50
Furious Handy Stick	900	24	Y	--	Annoying Handy Stick + Rainbow Diamond, Total > 60 / or/ Scumbag Slayer + Mithril, Total > 60
Stern Handy Stick	1000	26	Y	80+	--
Final Handy Stick	1600	28	Y	--	Stern Handy Stick + Moonrock, Total > 70
Violent Handy Stick	2000	30	--	--	--



Magicians' Customization (Millie, Ioshua, Erys)

ITEM	ATK	QUALITY	CREATE	RANGE	CREATION COMBO
Creaky Rod	1	--	Y	Fail	--
Weird Clothing	--	--	Y	0~9	--
Rod	10	4	Y	10~19	--
Ruby Wand	20	6	Y	20~29	--
Crested Rod	50	8	--	--	--
Rod of Jewels	100	10	Y	30~39	WQ 1~10 + Diamond, Total > 20
Luxurious Rod	200	12	--	--	--
Mindsoother	200	20	Y	40~59	WQ 1~10 + Damascus, Total > 30
Holy Rod	250	22	Y	--	Mindsoother + Moonrock, Total > 60
Scepter of the Bunny	150	24	Y	60~79	--
Rod of the Feather	600	26	Y	80+	Luxurious Rod + Orichalcum, Total > 70
Mindhealer	800	28	--	--	--
Dragonstaff	350	30	Y	--	Rod of the Feather + Philosopher's Stone, Total > 80

Familiar

Required Skills: Animal Training, Whistling
Required Talents: Love of Animals
Learned Talents: Love of Animals
Required Items: Pet Food
Enhancing Items: N/A

Familiars and Items

LVL	FAMILIAR	ITEMS
Lv1~2	Pigeon	Aquaberries, Blackberries, Blueberries, Spectacles
Lv3~4	Crow	Flare Bomb, Lavender, Rose Hip, Wolfsbane
Lv5~6	Stork	Mandrake, Mind Bomb, Paralysis Cure, Resurrection Elixir, Stone Cure
Lv7~8	Hawk	Eggs and Dairy, Fruit, Grains, Meat, Seafood, Vegetables
Lv9~10	Eagle	Aquaberries, Athelas, Blackberries, Blueberries, Magic Canvas, Medicine Bottle, Resurrection Elixir, Spectacles

Familiar Success Formula

Familiar Level x 8 = Odds of success

So you really need a certain common item, but you're out in the wild or are deep in a dungeon. Familiar lets you call a bird to do some shopping in your place! The higher your level, the bigger the bird you can call, and the more items you can have them pick up for you. The items you buy via Familiar cost the same as you'd pay in any store.

Machinist

Required Skills: Machinery, Operation
Required Talents: Design Sense, Nimble Fingers
Learned Talents: Design Sense, Nimble Fingers
Required Items: Mechanic's Toolbox
Enhancing Items: N/A

DIFF.	ITEMS
1	Daze Bomb, Deadly Poison, Soldering Iron
2	Flare Bomb, Mind Bomb, Magician's Glove, Music Box
3	4-way Bomb, Assault Bomb, Sterile Glove, Word Processor
4	Defense Bomb, Graphic Tool, Megabomb, RIRICA, Survival Kit
5	Element Analyzer, Nuclear Bomb, Triangle Flask

Machinist Success Formula

(Machinist Level x 16) / Item Difficulty = Odds of success

A fairly new development on Roak, the art of working with Machines can result in some interesting gadgets…some of which are designed to go boom in interesting ways!

Keep in mind that Machinist is the only way to get some very helpful items, particularly those that can improve your success rate with other specialties. Also, remember that despite this, there are no items to improve your odds of a successful Machinist creation. Even at Level 10, the odds of successfully making a Triangle Flask are only at 32%!

Music

Required Skills: Music Knowledge, Performance
Required Talents: Rhythm Sense, Listening
Learned Talents: Rhythm Sense, Listening
Required Items: Instrument, Feather Pen (composing), Conductor's Baton (performing), Completed Song (performing)
Enhancing Items: Music Editor

Music Composition Success Formula

(Music Level x 8) / Song difficulty rating = Odds of success

Although the Music specialty is complicated, it can also be an incredibly powerful specialty with a wide range of uses. First, you must compose a piece of music to perform. Choose an instrument, which of the two songs for that instrument you'd like to try, and have a Feather Pen handy!

Owning the Music Editor item increases your chances of a successful composition by 20%. Sadly, there is no talent that increases these odds.

Once you have a song, it's time to perform it. Choose your instrument and the song. Performing always succeeds and you receive the song's effects for as long as the tune plays. As the song affects your success rate for specialties, this is the prime time to attempt some higher-level item creation!

SONGS

When performed in an area with random encounters, "Hero's Arrival" and "The Devil's Aria" songs immediately thrust your party into battle with pre-set foes once you leave the menu screen. These encounters provide a good way to gather experience points and dropped items. The enemies you fight are determined by your Skill Level. Keep in mind that "The Devil's Aria" song brings forth some mighty powerful enemies!

Song List

INSTRUMENT	SONG	RATE	EFFECT
Cembalo	Spirit Dance	4	HIT up
Cembalo	Faerie Dance	8	Agility up
Harmonica	Battle Blues	4	Random encounter rate up
Harmonica	Lonely Blues	8	Random encounter rate down
Lyre	Song for Justice	4	Increased offense
Lyre	The Eternal Song	8	Increased defense
Mystical Shamisen	A Pale Breeze	4	Movement rate increased
Mystical Shamisen	A Hidden Power	8	Max HP & MP increased
Piano	Salvation Hymn	4	HP/MP recovery while walking
Piano	Celebration Hymn	8	All stats increased
Pipe Organ	A Healing Tune	4	Recover HP while walking
Pipe Organ	A Relaxing Tune	8	Recover MP while walking
Silver Trumpet	The Devil's Aria	4	Immediately fight special enemy if in random encounter area (see chart to the right)
Silver Trumpet	Aria of the Gods	8	Specialties can succeed even if character does not have required talents
Violin	Hero's Arrival	4	Immediately fight preset enemies if in random encounter area (see chart to the right)
Violin	Goddess' Arrival	8	Increase specialty success rate

Hero's Arrival Enemy Encounters

LVL	ENEMIES	POTENTIAL DROP ITEMS
1	Fellworm x3	Iron
2	Armored Knight x2, Cleric	Blackberries, Sinclair
3	Dragonfly x2, Gerel	Medicine Bottle, Mixed Syrup
4	Wisp x2, Scylla	Resurrection Elixir
5	Hound Spirit x2, Mephisto	Blackberries
6	Viking Spirit x2, Fighter Spirit	N/A
7	Deathteller x2, Angel Knight	Resurrection Mist, Ring of the Accursed
8	Aspitel MK2 x2, Gunner L2	N/A
9	Puma Spirit x2, Necromancer Spirit	N/A
10	Star Seraphim x2, Dragon Eye	Resurrection Mist

The Devil's Aria Enemy Encounters

LVL	ENEMIES	POTENTIAL DROP ITEMS
1	Dark Magician	Sour Syrup
2	Conjurer Devil	Resurrection Elixir
3	Slayer	Sword of Marvels
4	Medusa Eye	N/A
5	Arachnovia	N/A
6	Axman of Doom	N/A
7	Cannibal	Rainbow Diamond
8	Arch Phoenix	N/A
9	Gargantua	Rainbow Diamond
10	Gabriella	Archangel's Bracelet, Resurrection Mist

Oracle

Required Skills: ESP, Piety, Purity
Required Talents: N/A
Learned Talents: N/A
Required Items: N/A
Enhancing Items: N/A

This unusual specialty allows you to receive messages from the gods. Hints, predictions, random musings…the higher your level, the more messages you can receive. There's no chance of failure with this specialty; you just get the flashes.

This specialty may seem useless at first. It doesn't affect your character's stats, it can't really help you in battle and doesn't produce any items. However, it's important to get a character up to Level 10 with this specialty by the time you reach the Oracle Room. With a Level 10 Oracle specialty, you can access the far-right room, which contains the valuable item-generating **Magic Jar** accessory!

Pickpocketing

Required Skills: Courage, Poker Face
Required Talents: Nimble Fingers
Learned Talents: N/A
Required Items: Thief's Glove or Magician's Glove
Enhancing Items: Magician's Glove

Pickpocket Success Formula
(Pickpocketing Level x 16) / Victim Difficulty = Odds of success

Feeling a little unscrupulous? With the Pickpocketing specialty (and the Thief's Glove accessory), you can pilfer items from unsuspecting townsfolk. Quite a wide variety of items can be acquired this way. You can even pick your allies' pockets when they're wandering around down during Private Actions!

The Magician's Glove is an enhanced version of the Thief's Glove, providing an extra 5% to your success when equipped. Even with that, though, the odds of a successful Pickpocketing are generally not high. The better the item the victim carries, the worse your odds of lifting it from them.

Stealing Isn't Cool

There are some risks involved with Pickpocketing. In particular, every time you attempt to Pickpocket, there is a 1 in 4 chance that one of your party members will lose 1 "affection point" for another member. The two characters who are affected are chosen completely at random! Loss of "affection points" can impact your party's cohesion in battle, and you need high scores there to get bonus endings. Since you cannot check the affections ratings in the game, this can be frustrating.

However, this only affects characters who are actively in the party at the time of the Pickpocketing. So save your attempts for during Private Actions, when Roddick is alone.

Replication

Required Skills: Imitation
Required Talents: N/A
Learned Talents: N/A
Required Items: Magic Camera/RIRICA + Magic Film + copyable item
Enhancing Items: RIRICA

Replication Success Formula
Item Copy value + (Replication Level x 3) > (random number from 0~255) = Success

Got an item you really wish you had another one of? Replication creates the opportunity to do just that! Most items can be duplicated with the use of a Magic Camera or the more powerful RIRICA. The item listings in the back of this book show each item's "Copy value". The higher the number, the better your chances of copying the item are, regardless of your Replication level. More powerful items have a much lower Copy value and a fair few can't be replicated at all!

Using the RIRICA item adds another 20 to your total. This total is checked against a randomly generated number from 0 to 255. If your total is greater than this randomly generated number, the replication is successful. If your number is lower, then you get nothing more than a **Blurry Photo**. Since most items have a Copy value of 40 or lower (even with the RIRICA), the odds are generally not in your favor even with a Level 10 Replication (40 + (10 x 3) + 20 = 90 out of a possible 255).

Scouting

Required Skills: Danger Radar
Required Talents: Animal Instinct
Learned Talents: Animal Instinct
Required Items: N/A
Enhancing Items: N/A

Scouting Variable Formula
Scouting Level x 5 = % of change in encounter rate

Sometimes, you just don't want to be bothered by roaming bands of enemies. And there are times when you crave battle! Although there are items that change the frequency of random encounters, the Scouting specialty does so free of charge. Use this in any place where you can engage in random-encounter battles.

Unlike many other specialties, this skill always succeeds if you meet the normal skill/talent requirements. After scouting an area, you can increase or decrease the encounter rate. You can turn off the effect of Scouting any time you want. Simple enough, right? Be careful, though. If you attempt this specialty without the Animal Instinct talent, the encounter rate increases or decreases completely at random!

Survival

Required Skills: Herbology, Resilience
Required Talents: N/A
Learned Talents: N/A
Required Items: N/A
Enhancing Items: Survival Kit

Terrain Difficulty Ratings

TERRAIN	RATING
Forest	1
Beach, Cave	2
Plains, Mountains, Desert, Snow	3
Ruins	4
Demon World, Machinery	5

Survival Success Formula
((Survival level x5) + 40) / Terrain difficulty = Odds of success

While civilization is always welcome, a hardy adventurer with the Survival specialty can live off the land. By expending a mere 4 MP, you can search the nearby area for items. If you own the Survival Kit, your chances of a successful search increase by 20%. Just what you find, though, depends on the type of terrain.

Available Items Per Terrain

ITEM	FOREST	BEACH	CAVE	PLAINS	MOUNTAIN	DESERT	SNOW	RUINS	DEMON	MACHINE
Eggs & Dairy	10%	5%	5%	5%	--	5%	--	5%	--	--
Fruits	20%	--	--	5%	5%	5%	5%	--	--	--
Grains	10%	--	--	5%	--	5%	--	--	--	--
Meat	20%	5%	5%	5%	40%	5%	40$	5%	5%	--
Seafood	5%	70%	70%	--	--	--	--	--	--	--
Vegetables	15%	5%	5%	40%	5%	40$	5%	5%	--	--
Misc. Herb	15%	5%	5%	30%	20%	30%	20%	5%	5%	--
Misc. Mineral	5%	10%	10%	10%	30%	10%	30%	80%	90%	100%

If you find an Herb or Mineral, then just which Herb or Mineral you find is determined by region. Each of Roak's three continents (Muah, Astral, and Silvalant) and the three otherworldly areas (the Demon World, Fargett, and the Cave of the Seven Stars) give up different prizes at different rates. There's even a tiny chance of picking up an item like the **Philosopher's Stone**!

Available Herbs Per Area

HERB	MUAH	ASTRAL	SILVALANT	DEMON	FARGETT	7 STARS
Artemis Leaf	--	1%	1%	5%	5%	10%
Athelas	85%	79%	64%	63%	54%	40%
Lavender	--	--	1%	1%	5%	5%
Mandrake	10%	10%	15%	15%	20%	20%
Rose Hip	5%	10%	10%	15%	15%	20%
Wolfsbane	--	--	--	1%	1%	5%

Available Minerals Per Area

MINERAL	MUAH	ASTRAL	SILVALANT	DEMON	FARGETT	7 STARS
Crystal	1%	5%	10%	10%	10%	10%
Damascus	--	--	--	1%	5%	5%
Diamond	--	1%	5%	10%	10%	10%
Gold	10%	10%	10%	10%	10%	10%
Green Beryl	1%	5%	10%	10%	10%	10%
Iron	68%	49%	34%	23%	13%	5%
Moonrock	--	--	--	--	--	1%
Orichalcum	--	--	--	--	1%	5%
P. Stone	--	--	--	--	--	1%
R. Diamond	--	--	--	--	1%	5%
Ruby	5%	10%	10%	10%	10%	10%
Rune Metal	--	--	--	1%	5%	5%
Sapphire	5%	10%	10%	10%	10%	10%
Silver	10%	10%	10%	10%	10%	8%
Star Ruby	--	--	1%	5%	5%	5%

Training

Required Skills: Determination, Effort, Resilience
Required Talents: N/A
Learned Talents: N/A
Required Items: N/A
Enhancing Items: N/A

Training Coefficient Formula
(Sum total Training Level of all current allies) x 0.25 = Amount of change

This specialty is a little different from the others. Training lets you decrease your characters' battle strength. Now why would someone want to do that? Well, because that stat sacrifice increases the amount of experience the characters receive for victory.

Unlike many other specialties, this one always succeeds. The Training level of each party member is used to determine the amount of effect Training has.

The amount of change can be anywhere from a mere 0.25% to 20%. This percentage determines how far everyone's ATK and DEF stats are reduced and how much your received Experience is increased. Note that magic power is unaffected, meaning your magic users operate on effectively full strength yet still reap the benefits!

This specialty is best used when traveling through areas with enemies below your party's current level, making plowing through them much more worth the time. You can turn off the Training effect at any time.

Writing

Required Skills: Penmanship
Required Talents: Composition
Learned Talents: Composition
Required Items: Fountain Pen
Enhancing Items: Word Processor, Beret (must equip)

Writing Success Formula
(Writing Level x 8) / Book difficulty = Odds of success

Books

SKILL	BOOK	DIFF.
Animal Training	Friends of the Woods	2
Biology	Life in Nature	2
Counter	Scroll of Reprisal	3
Eye for Detail	Metallurgy	1
Faeriology	The Bestiary	4
Herbology	All About Herbs	2
Imitation	Death of Originality	3
Item Knowledge	Pocket Encyclopedia	1
Keen Eye	Choosing Ingredients	4
Knife	Food for the Soul	3
Machinery	Engineer's Handbook	4
Mental Science	Walls of the Soul	1
Mineralogy	Secrets of the Earth	1
Music Knowledge	Musicology	2
Operation	Operation Manual	3
Performance	Franz Beyer	3
Power Burst	Scroll of Power	4
Recipe	Dish of the Day	2
Sketching	Drawing Poses	3
Smithing	The Perfect Rhythm	4
Technology	Hermetic Philosophy	4

Once a character achieves Level 5 in a skill, the Writing specialty allows them to compose a book about that skill. These tomes can then be used on characters to automatically increase their Skill Level by one, but only up to Level 5. After that, they must learn the hard way by spending Skill Points. Still, this is a great way to boost your characters' low-level skills without expending valuable Skill Points.

Owning the Word Processor increases your final odds by 10%. However, if the character attempting to write is wearing the Beret head armor, his or her success rate goes up 10% as well. Combine the two for a 20% jump in your odds!

Failure creates a wide variety of mediocre manuscripts. You may get the **New Book of Prophecy**, or one of six volumes of the normal **Book of Prophecy**.

Reading Is Fundamental—and Frugal!

Some skills are much more expensive to get up to Level 5 than others, making Skill Books on those subjects incredibly valuable. In particular, once a character gets properly leveled up in the expensive skills of **Biology**, **Technology,** or **Imitation**, work on having them produce Skill Books for other characters on those subjects, thereby saving a lot of Skill Points.

SUPER SPECIALTIES

Super specialties combine the specialties of multiple party members to enhance their abilities. These are powerful abilities with some very interesting effects. Not only can they produce some amazing items, but they can undeniably make life in the higher levels of the game much more bearable.

To successfully perform a super specialty, you need at least two characters who are at Level 4 in the "key" required specialty. Non-"key" specialties need only one character at Level 1. If you have the right combo, you can attempt the super specialty.

The super specialties' levels (used in determining success and/or effectiveness) are determined by adding together their "key" level ratings for all characters within the party, then dividing by three. Naturally, the higher the "key" levels per individual, the better the super specialty level!

Blacksmith

Required Specialties: Customizing (key), Alchemy
Required Items: Smith's Hammer, Mineral
Enhancing Items: Magical Rasp

Normally, Minerals are used to customize existing items or craft accessories. Blacksmith lets you create entire pieces of Armor out of your Minerals!

Owning the Magical Rasp increases your chances of a successful Blacksmithing by 20%, but that's not all it does. Some items require you to have the Magical Rasp to create! Considering the protection these pieces of Armor offer your characters (particularly Pericci, who doesn't have a lot to wear), that's Fol well spent!

Blacksmith Items

DAMASCUS ITEMS	DIFFICULTY	MAGICAL RASP
Dwarven Boots	2	-
Dwarven Guard	2	-
Dwarven Helmet	2	-
Dwarven Mail	2	-
Dueling Helmet	3	Yes
Magic Bikini	4	Yes

IRON ITEMS	DIFFICULTY	MAGICAL RASP
Fine Shield	1	-
Knight's Shield	1	-
Ankh Shield	3	Yes
Kitty Hairband	4	Yes

METEORITE ITEMS	DIFFICULTY	MAGICAL RASP
Steel Armor	1	-
Steel Helmet	1	-
Silver Greaves	3	-
Sylvan Boots	5	Yes
Sylvan Helmet	5	Yes
Sylvan Mail	5	Yes

MITHRIL ITEMS	DIFFICULTY	MAGICAL RASP
Mithril Greaves	3	-
Mithril Helmet	3	-
Mithril Mesh	3	Yes
Mithril Shield	3	Yes

MOONROCK ITEMS	DIFFICULTY	MAGICAL RASP
Kitty Suit	2	-
Kitty Armor	3	Yes
Dueling Suit	4	-
Battle Suit	4	Yes

ORICHALCUM ITEMS	DIFFICULTY	MAGICAL RASP
Hermit's Cap	1	-
Reflecting Plate	4	Yes
Dream Crown	6	Yes

RUNE METAL ITEMS	DIFFICULTY	MAGICAL RASP
Robe of Deception	3	--
Cloak of the Stars	4	Yes

((Blacksmith Level x 8) + 40) / Item difficulty score = Odds of success

Keep in mind that regardless of your final score, there is always a 10% chance of failure, resulting in such fashion nightmares as the **Holey Armor**, **Weird Armor**, **Weird Boots**, and **Weird Gauntlet**.

Contraband

Required Specialties: Pickpocket (key), Replication

Required Items: Premium Paper
Enhancing Items: N/A

(Contraband Level x 8) / Item difficulty = Odds of success

Feeling really unscrupulous? Contraband lets you use the intimidating world of paperwork and good old-fashioned deceitfulness for monetary gain. This is a rather risky one to use, as you cannot actually choose what item to make. In fact, the choice is completely randomized, which means your first attempt might make trying to create a difficult item well beyond your ability! This super specialty has other risks as well, like making your party members think less of one other!

Failure produces a **Bounced Check**. Unlike most other specialties and super specialties, there is no item that increases your odds of success here. The only way to increase your chances is to raise the level of your Pickpocket specialty.

Contraband Items

ITEM	DIFFICULTY	USE
Forged Bill	1	Sell at shops
Stock Certificate	1	Sell at shops
Forged Check	2	Sell at shops
Item Order	2	Get three random items with a Copy value of 30 or more
Forged Document	3	Sell at shops
Contract	3	Use in town to stay at Inn for free
Health Insurance	3	Use on conscious ally to get their Level x1000 in Fol
Secret Account	4	Decreases shop and Inn prices, increases sell price for your items
Counterfeit Medal	4	EXP needed to level up becomes 1
Seizure Warrant	4	Get one random item with a Copy value of 30 or more

Using Contraband

As with Pickpocketing, every time you use Contraband, there is a 1 in 4 chance that someone in your party will lose an "affection point" towards another character. Making things worse, the person who loses the point is completely randomized. And since you need two people for a super specialty, you can't use this during Private Actions when Roddick is alone; actually, there is no truly "safe" time to use this.

Enlightenment

Required Specialties: Train (key), Survival

Required Items: N/A
Enhancing Items: N/A

Train Skill x 4 = Modifier

Not enough Skill Points to your liking? By sacrificing some of your battle ability, you can increase the number of Skill Points your characters receive when they level up. This super specialty is always successful; the only variable is of the amount of change. This modifier is then used to determine how the stats are lowered.

HIT decreases by (Modifier / 5)
AVD, GUTS, and movement speed decrease by (Modifier x 1).
Each time your characters level up under these conditions, the Skill Points earned increase by (Train level x 6) percent… roughly. The actual amount of extra Skill Points received varies from character to character, but it approximates to roughly that percentage on average. Figure that with a Train level of 10, and you'll receive on average a 60% boost in received Skill Points.

Group Appraising

Required Specialties: Appraising (key), Crafting

Required Items: Spectacles
Enhancing Items: N/A

Group appraising level x 3 = % of price change

By using Group Appraising in Shops, Inns, and Skill Guilds, you can alter the price of their wares (up or down) by a significant margin. Choose to decrease the price when buying, or increase the price when you're looking to sell. These altered prices only last for one transaction, though.

Unlike many other specialties, Group Appraising always succeeds. The only difference is how much the price tag changes. Use this super specialty when buying or selling high-ticket items!

Master Chef

Required Specialties: Cooking (key), Compounding

Required Items: Ingredients
Enhancing Items: Keen Kitchen Knife

((Master Chef level x 10) + 50) / Combo difficulty = Odds of success

Cooking can provide quite a wide variety of dishes for recovering your party's HP and MP. With Master Chef, you can combine two ingredients to make even more powerful dishes!

Master Chef Dishes

EGGS & DAIRY +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Eggs & Dairy	Fabulous Flan, Umai-bo Candy 11	3	Old Milk
Fruits	Mixed Fruit Juice	2	Bitter Cake
Grains	Chicken and Egg Bowl	3	Bitter Cake
Meat	Beef and Egg Bowl, Umai-bo Candy 5	1	Tasteless Stew
Seafood	Seafood Gratin, Umai-bo Candy 13	3	Rotting Sashimi
Vegetables	Cheese Salad	1	Wilted Salad

FRUITS +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Fruits	Fresh Orange Juice, Umai-bo Candy 14	3	Bitter Juice
Grains	Fruit Sandwich, Umai-bo Candy 12	2	Bitter Juice
Meat	Sweet and Sour Pork, Umai-bo Candy 8	2	Tasteless Stew
Seafood	Sautéed Sweet Bream	2	Rotting Sashimi
Vegetables	Tomato Salad, Umai-bo Candy 3	1	Bitter Juice

GRAINS +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Grains	Bean Rice Cake, Umai-bo Candy 10	1	Stinky Bean Cake
Meat	Beef Rice Bowl, Umai-bo Candy 9	1	Tasteless Stew
Seafood	Seafood Rice Bowl, Umai-bo Candy 7	2	Rotting Sashimi
Vegetables	Saucy Rice	1	Wilted Salad

MEAT +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Meat	Mixed Meat Hamburg, Umai-bo Candy 2	3	Tasteless Stew
Seafood	Kimchi Hot Pot	3	Tasteless Stew
Vegetables	Mutton BBQ, Umai-bo Candy 4	3	Tasteless Stew

SEAFOOD +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Seafood	Deluxe Sushi, Umai-bo Candy 1	2	Rotting Sashimi
Vegetables	Fish Ball Soup	3	Wilted Salad

VEGETABLES +	POTENTIAL DISHES	DIFFICULTY	FAILURE
Vegetables	Daikon Salad, Umai-bo Candy 6	1	Wilted Salad

Owning the Keen Kitchen Knife increases your chances of a successful dish by 20%, but it also does something more. Normally, there is always a 10% chance of failure when attempting a Master Chef dish, just as there is when attempting normal Cooking. If you possess the Keen Kitchen Knife, however, that 10% failure chance goes away, enabling you to achieve a 100% chance of success!

Amazing Nectar!

Each time you create a successful Master Chef dish, there is a 1 in 255 chance that you will create the amazing **Nectar** instead of the normal combo dish. This dish fully restores all lost HP and MP but, more importantly, it sells for a whopping 100000 Fol!

Orchestra

Required Specialties: Music (key), Art
Required Items: Conductor's Baton
Enhancing Items: N/A

This more powerful version of the Music specialty creates a tune that has some very powerful effects on your characters' abilities in the world of talents and specialties. As with performing Music, as long as you have the required specialties and items, all attempts are 100% successful. When the Orchestra song is playing, the following occurs: specialties and Item Creation attempts' odds of success are raised; specialties and Item Creation attempts can succeed even if the character lacks the proper talents; talents level up faster. These effects only last as long as the song is playing, so get cracking! Use this when trying to make difficult items!

Publishing

Required Specialties: Writing (key), Machinist

Required Items: Fountain Pen
Enhancing Items: Word Processor

(Publisher's Machinist Skill x 16) / 3 = Odds of success

Do you want your party members to have a better understanding of each other? Publishing produces books on your party members that, when used on other party members, instantly sets their "affection level" towards the book's author/subject to 8. This is just 1 point below the amount needed to get bonus endings and battle effects!

Owning the Word Processor increases your chances of a successful Publication by 20%. (This is 10% more than it adds to the normal Writing specialty. Because of this, the Beret doesn't give its bonus to Publishing.) This super specialty is a little unusual in that the "key" specialty (Writing) only affects who the book is about; it's the publisher's Machinery level that determines success.

Books & Affection Level

Character books set the reader's affection level for the subject character at 8 regardless of the current score, even if that score is higher than 8! So be wary as to who's reading about whom! This could cause you to miss several character vignettes during the ending sequence, as those are activated by having an affection of 9 or higher!

"Couple" Character Endings (9+ towards each other)

Ronyx + Ilia **Cyuss + Phia** **Ioshua + Mavelle** **Ioshua + Erys**

In addition, every optional party member has a special vignette that can be viewed if he or she has an affection level of 9 or higher towards Roddick. Roddick does not need to have a 9 or more towards them, though.

ENEMY DATA

All enemies encountered throughout *STAR OCEAN: First Departure* are detailed in this chapter, arranged alphabetically, including boss enemies and foes appearing only in the Tatroi Arena.

Element Notations

A dash indicates the enemy takes the normal amount (100%) of damage from that element. Check each enemy's weaknesses and strengths against certain elements. Be careful, as some villains can even recover lost HP by absorbing some elemental attacks!

ACOLYTE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
58	2100	2550	840	720	0	145	232	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (20%)	Cure All, Faerie Healing, Haste

ALRAUNE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
66	5700	6600	540	840	165	0	264	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
0%	Heal	200%	—	—	—	Lavender (20%)	Poison

ANCIENT GUARDIAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD
60	45000	162000	7200	2000	150	0	120

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	50%	50%	Orichalcum (100%)	Geo Impact, Desperate Pile

ANGEL KNIGHT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
70	9750	7350	2450	900	175	175	280	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	200%	Resurrection Mist (2%)	Faerie Light, Petrification, Star Flare

ARACCOLA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
114	40350	292500	6500	2520	285	285	456	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Faerie Light, Guardian Angel

ARACHMENE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
108	34950	26250	11700	1560	270	0	432	Astral City (event)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

ARANEAE NIGHTMARE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
126	51150	360000	15900	1920	315	0	504	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

ARCH PHOENIX

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
122	31700	334500	1860	1840	305	0	488	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	50%	—	—	None	None

ARMORED KNIGHT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
20	600	300	100	300	70	0	32	Astral Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Sinclair (4%)	None

ASMODEUS

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
80	57000	38400	12800	1800	400	200	480	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Faerie Tear (20%)	Annihilation Bolt, Shadow Flare, Thunder Cloud

ASPITEL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
74	7700	6075	680	770	185	0	148	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL MK2

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
82	10300	7650	840	860	205	0	164	Army Camp

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL MK3

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
88	12700	8775	970	940	220	0	176	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASPITEL PROTOTYPE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
64	5300	4500	510	650	320	0	128	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

ASSASSIN BUG

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
12	280	70	20	160	0	0	72	Astralian Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	0%	—	—	Sweet Syrup (4%)	Poison

AXMAN OF DOOM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
114	40350	195000	6500	2520	285	0	456	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	50%	—	—	—	None	None

BAIRD

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
6	260	20	80	55	10	0	0	Kratus

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (78%), Fanfic X (10%)	None

BANDIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
10	200	25	100	120	0	0	60	Pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Spectacles (20%)	Poison

BANDIT KING

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
200	117750	300000	80000	3400	1000	0	400	Cave of the Seven Stars (B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Velvet Tear (100%)	None

BERSERKER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
46	2600	3150	1060	940	115	0	92	Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Star Ruby (8%)	None

BLACK SLIME

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD
76	12450	4350	1440	990	380	0	456

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	0%	—	—	—	—	Bitter Lotion (10%), Sweet Syrup (10%)	Paralysis, Split

BLOODWORM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
56	3900	2400	780	690	280	0	224	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	Damascus (8%)	None

BOK

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
82	2575	2550	840	200	0	0	164	Army Camp

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

BRACHYON

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
104	20900	243000	5400	1480	260	260	416	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Faerie Light, Guardian Angel

BROWNIE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
122	31700	111000	3720	1840	610	0	244	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	—	—	50%	Moonfalx (2%)	None

BUSHWHACKER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
10	200	80	100	120	10	0	20	Muah Continent (Past), pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

CANNIBAL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
116	28100	202500	6700	2580	290	0	224	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Rainbow Diamond (8%)	None

CLERIC



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
22	360	200	120	320	0	55	88	Astral Caves, Highland Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (20%)	Heal, Press

CLOUD OGRE



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
116	28100	100500	6730	1720	0	0	464	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	—	—	—	Ingredients of Yarma (10%)	None

COCKATRICE



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
128	35300	123000	4100	1960	320	0	768	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	50%	200%	0%	—	—	None	Petrification

CONJURER DEVIL



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
104	20900	81000	1350	1480	260	0	416	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	50%	Resurrection Elixir (4%)	Delay, Fix Cloud, Paralysis

CUNICULUS



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
42	1100	1350	220	520	0	0	168	Silvalant Continent, Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Lavender (20%)	Poison

CUTIEBELL



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
24	840	435	70	340	60	0	144	Purgatorium: West, Purgatorium: East

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	—	—	Blackberries (20%)	Heal, Glaive

CUTIE BUNNY



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
18	260	160	40	280	0	0	72	Astral Caves, Highland Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Artemis Leaf (20%)	None

CYUSS WARREN



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
100	80000	454	0	2000	100	0	200	Ending

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

DARK EYE



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
76	49800	17250	4300	990	190	0	304	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	Heal	Heal	—	Heal	Meteorite (20%)	Faerie Light, Petrification, Tractor Beam

DARK MAGICIAN



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
102	9850	78000	5200	720	0	255	408	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	50%	—	—	200%	50%	Sour Syrup (20%)	Demon's Gate, Noah

DARK PHOENIX



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
92	14500	19050	1060	1240	230	0	368	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	50%	—	—	None	None

DARK STALKER



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
118	43950	210000	10400	1760	295	0	472	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	200%	Heal	Shadow Cross (2%)	Blood Scylla, Demon's Gate, Mental Drain, Paralysis

DARTH WIDOW



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
22	10000	1400	1000	320	55	0	88	Astral Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

DEATH CHARONA



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
74	15400	4050	2740	480	0	185	148	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Thunder Cloud, Thunder Storm

DEATHTELLER



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
70	9750	7350	3670	900	175	0	280	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	200%	Heal	Ring of the Accursed (2%)	Blood Scylla, Demon's Gate, Mental Drain, Paralysis

DEL ARGOSY



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
80	57000	28800	12800	1600	200	0	400	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Gale Earring (100%)	Chaos Sword, Shield Attack

DEMONIC EYE



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
130	54750	510000	13000	2000	325	0	520	Cave of the Seven Stars (B18F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	Heal	Heal	—	Heal	Ring of Lightspeed (2%)	Faerie Light, Petrification, Tractor Beam

DIRE WOLF



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
28	1080	645	150	320	0	0	168	Silvalant Continent, Van y Silvalant Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	16 oz. Steak (4%)	None

DRAGON AXMAN



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
46	3900	1500	510	840	115	0	184	Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	50%	—	—	—	None	None

DRAGON EYE



LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
94	23250	27000	6600	1280	235	0	376	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	Heal	Heal	—	Heal	None	None

DRAGONFLY

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
30	1200	1050	110	360	0	0	180	Mt. Eckdart

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	0%	—	—	Mixed Syrup (4%)	Poison

DROW HEALER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
42	1100	1350	440	520	0	105	168	Silvalant Continent, Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blackberries (20%)	Cure All, Cure Light, Power Up

ELDER WITCHETTE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
100	9250	75000	2500	700	0	250	200	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	—	—	200%	—	—	Sour Syrup (20%)	Explode

ENK

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
70	1625	1800	610	100	0	0	140	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

FATTY OOZE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
86	11900	10050	1850	1140	430	0	344	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	0%	—	—	—	—	Melt Potion (10%), Sweet Syrup (10%)	Paralysis, Split

FELLWORM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
10	200	60	30	90	10	0	40	Mt. Metorx (Present), Calnus

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	—	—	200%	—	—	Iron (8%)	None

FIGHTER SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
62	2450	2850	1900	780	250	0	128	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

FRIAR

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
102	9850	78000	2600	1440	0	255	408	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Sour Syrup (20%)	Cure All, Faerie Heal, Protect

GABRIELLA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
250	108500	937500	31250	6600	625	625	1000	On the World Map, play "The Devil's Aria" (Trumpet 2) when Music specialty level is 10.

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	200%	Archangel's Bracelet (10%), Resurrection Mist (2%)	Dark Sphere, Faerie Light, Meteor Swarm, Petrification

GAHL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
96	99,000	21,000	4600	1980	240	240	500	Tatroi Battle Arena, (A Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Faerie Light, Guardian Angel

GARGANTUA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
126	51150	240000	12000	2880	315	0	252	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Rainbow Diamond (8%)	None

GARUDA EAGLE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
112	25700	94500	3140	1640	280	0	672	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	50%	200%	0%	—	—	None	Paralysis

GEBURAH PHOENIX

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
78	13350	13650	760	1020	195	0	312	Fargett World Map

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	50%	—	—	None	None

GEREL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
30	1200	1050	450	360	75	0	120	Mt. Eckdart

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	—	—	—	Medicine Bottle (10%)	Petrification, Split

GIANT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
26	5760	1050	500	540	65	0	52	Tatroi Battle Arena, (F Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Weak	Weak	Weak	Weak	Weak	Weak	Diamond (8%)	None

GRAVE BORER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
124	32900	115500	1920	1800	0	0	744	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	0%	—	—	Fruit Syrup (4%)	Poison

GRIM FAERIE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
110	24500	90000	1510	1600	275	0	660	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	—	—	Sour Syrup (20%)	Faerie Heal, Stone Rain

GUNNER L1

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
64	7950	6000	500	605	320	0	128	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

GUNNER L2

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
80	14250	9600	800	785	200	0	160	Fargett World Map

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

GUNNER L3

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
84	16650	10500	880	830	210	0	168	Army Camp, Underground Tunnel

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

GUNNER L4

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
90	20250	12150	1010	900	225	0	180	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

HILL GIANT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
50	18000	3750	1880	900	125	0	100	Tatroi Battle Arena, (B Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Weak	Weak	Weak	Weak	Weak	Weak	Star Ruby (8%)	None

HORNED WOLF

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
8	160	60	30	80	0	0	48	Muah Continent (Past), Mt. Metorx (Present and Past), pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	10 oz. Steak (4%)	None

HOUND SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
48	2800	3450	1730	580	120	0	192	Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	Heal	200%	None	None

IGK

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
84	2775	2640	880	250	0	0	168	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

IXCHEL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
44	9600	2850	240	540	110	0	176	Tatroi Battle Arena, (B Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Strong	Heal	Weak	—	—	—	Artemis Leaf (20%)	None

JABBERWABBIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
60	45000	5400	900	750	150	0	120	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Vegetables (20%)	None

JAGUAR SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
78	8900	9150	4560	1020	195	0	312	Fargett World Map

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	Heal	200%	None	None

JIE REVORSE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
100	55500	45000	20000	2200	250	250	520	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	50%	50%	None	Immortal Tempest, Pain Field, Photon Fist

KILLER BEE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
8	160	50	10	65	0	0	48	Mt. Metorx (Present and Past)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	0%	—	—	Maple Syrup (4%)	None

KILLER RABBIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
66	5700	3300	1090	840	170	0	132	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Vegetables (20%)	None

KILLER WISP

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
124	32900	115500	1920	1880	310	0	496	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	50%	Resurrection Elixir (4%)	Acid Rain, Deep Mist, Paralysis

KOBOLD

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
12	180	70	70	100	0	0	48	Pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	—	—	—	Grains (10%)	None

KOBOLD KING

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
30	1200	675	450	340	0	0	120	Silvalant Continent, Mt. Eckdart, Van y Silvalant Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	200%	—	—	—	Seafood (10%)	None

LADY SIN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
106	33150	168000	8400	1520	265	0	424	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	200%	Heal	Tear of Israfel (2%)	Blood Scylla, Demon's Gate, Mental Drain, Paralysis

LARVA WORM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
86	11900	5550	1850	1140	430	0	344	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	Heal	—	—	Moonrock (8%)	None

LITTLE BUNNY

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
6	60	20	5	70	0	0	24	Muah Continent (Present and Past)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Rose Hip (20%)	None

LITTLE DEVIL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
68	6100	3450	580	870	170	0	272	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	50%	Resurrection Elixir (4%)	Acid Rain, Deep Mist, Paralysis

LIZARD AXMAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
28	1620	1170	400	400	70	0	112	Silvalant Continent, Mt. Eckdart, Van y Silvalant Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	50%	—	—	—	None	None

MAGICIAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
32	980	765	260	210	0	80	64	Silvalant Continent, Mt. Eckdart, Labyrinth of Champions, Van y Silvalant Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	Blackberries (20%)	Eruption

MANDRAKE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
14	360	200	25	240	20	0	56	Astralian Continent, Astral Caves, Highland Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
0%	Heal	200%	—	—	—	Mandrake (20%)	Poison

MEDUSA EYE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
108	22100	84000	2800	1560	270	0	432	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	Heal	Heal	—	Heal	None	Faerie Light, Petrification, Tractor Beam

MEPHISTO

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
50	1500	1800	1250	600	0	125	200	Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	50%	—	—	200%	50%	Blackberries (20%)	Shadow Bolt, Shadow Flare

NECROMANCER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
118	29300	105000	6960	880	0	295	236	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Fohn Wind, Thunder Cloud

NECROMANCER SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
90	13500	6000	4000	1200	360	0	360	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	Heal	None	None

NEO REVORSE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
120	64500	64800	28822	1800	300	300	600	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	50%	50%	None	None

OGRE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
38	6960	1050	720	480	0	0	152	Tatroi Battle Arena, (D Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	Weak	—	—	—	Meat (10%)	None

OOZE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
16	660	130	60	260	20	0	96	Astralian Continent, Astral Caves, Highland Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	0%	—	—	—	—	Bubble Lotion (10%), Sweet Syrup (10%)	Paralysis, Split

OTIPH

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
72	7100	7800	2600	930	180	0	288	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	—	—	—	Medicine Bottle (10%)	Petrification, Split

PERYTON

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
38	18400	2100	720	480	95	0	228	Labyrinth of Champions

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	50%	200%	0%	—	—	Chicken Shish Kebab (98%)	Paralysis

PETRI GEREL

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
44	2400	2850	1000	540	110	0	176	Silvalant Continent, Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	—	—	—	Medicine Bottle (10%)	Petrification, Split

PIXIE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
32	1360	765	130	360	80	0	192	Silvalant Continent, Mt. Eckdart, Labyrinth of Champions, Van y Silvalant Caves

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	—	—	Blackberries (20%)	Crushing Earth, Heal

PRISCILLA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
32	5440	765	130	420	80	0	192	Tatroi Battle Arena (E Rank)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Strong	Strong	Strong	Strong	—	—	Blackberries (20%)	Cure Light, Crushing Earth

PUMA SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
88	12700	11550	5800	1170	220	0	352	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	Heal	200%	None	None

RAPTOR KING

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
68	9150	10350	580	870	170	0	272	Demon World

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	50%	50%	—	—	None	None

RESPHINA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
128	35300	246000	8200	1960	320	320	512	Cave of the Seven Stars (B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	200%	Resurrection Mist (2%)	Faerie Light, Meteor Swarm, Petrification

ROBBER AXMAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
14	540	200	100	180	10	0	56	Astralian Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	50%	—	—	—	None	None

RUFFIAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
54	5400	1050	2900	660	270	0	108	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Leaf Pendant (10%)	None

SABER-TOOTHED BUNNY

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
112	25700	94500	3140	1640	280	0	224	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Vegetables (20%)	None

SAND BUNNY

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
100	9250	75000	1250	1400	0	0	400	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Athelas (20%)	Poison

SANDWORM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
14	360	100	50	200	50	0	56	Astralian Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	Heal	—	—	—	Crystal (8%)	None

SAVAGE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
34	1520	1800	580	220	85	0	136	Labyrinth of Champions

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Diamond (8%)	None

SAVANT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
22	720	525	120	320	110	0	44	Purgatorium: East, Purgatorium: West

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Walloon Sword (2%)	None

SCYLLA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
40	3000	3600	1600	500	100	0	160	Silvalant Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	Heal	200%	—	—	—	None	None

SHADOW BEAST

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
50	3000	1800	230	650	0	0	300	Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	—	—	—	—	—	Amazing Tenderloin (4%)	None

SHADOW FLOWER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
54	3600	4350	360	660	135	0	216	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
0%	Heal	200%	—	—	—	Wolfsbane (20%)	Poison

SHAMAN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
40	1000	1200	800	500	0	100	160	Silvalant Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	50%	—	—	200%	50%	Blackberries (20%)	Deep Freeze, Ice Needles

SLAYER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
106	22100	84000	2800	1520	530	0	212	Cave of the Seven Stars (B1F-B10F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Sword of Marvels (2%)	None

SLIME

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
12	420	80	40	100	0	0	72	Mt. Metorx (Past)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	0%	—	—	—	—	Stink Gel (10%), Sweet Syrup (10%)	None

SORCERER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
72	3550	3900	2590	465	0	180	144	Space-Time Laboratory

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Fohn Wind, Magnum Tornado

SORCERESS

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
34	760870	290	220	0	85	68		Labyrinth of Champions

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	200%	Heal	—	—	—	Blackberries (20%)	Eruption

STAR SERAPHIM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
92	14500	12750	4230	1240	230	230	368	Revorse Tower

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	200%	Resurrection Mist (2%)	Faerie Light, Petrification, Southern Cross

STIRGE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
52	3300	2100	680	680	130	0	312	Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	50%	200%	0%	—	—	None	Paralysis

STROPER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
18	520	300	160	280	30	0	72	Astralian Continent

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	—	—	—	Medicine Bottle (10%)	Petrification, Split

SUCCUBUS

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
54	54000	8700	4400	760	135	0	216	Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	200%	Heal	Ring of Happiness (100%)	Blood Scylla, Mental Drain, Paralysis, Shadow Flare

SZK

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
80	2375	2400	800	150	0	0	160	Fargett World Map

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	None

T'NIQUE ARCANA

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
40	10000	2400	0	750	150	0	240	Tatroi Battle Arena, D-Rank

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Pure Rice Ball (100%)	None

THIEF

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
4	60	4	30	40	0	0	0	Kratus

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Blueberries (59%)	None

THIEVING SCUM

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
4	80	10	15	60	0	0	24	Muah Continent (Present and Past)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Spectacles (20%)	None

UNHOLY HEALER

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
120	45750	324000	7200	2700	300	300	480	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Faerie Light, Guardian Angel

UNTRAINED ASSASSIN

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
56	3900	1170	3140	540	0	0	336	Mt. Metorx: Abandoned Mine

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Spectacles (20%)	Petrification

VELKHENT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
16	2500	500	260	220	15	0	64	Pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Green Beryl (8%)	None

VELKHENT CHIEF

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
20	5000	800	600	260	20	0	80	Pirates' hideout

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	200%	200%	200%	200%	200%	Crystal (8%)	None

VIKING SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
62	2450	2850	1900	780	250	0	248	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	Heal	None	None

VILE BEAST

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
110	24500	105000	330	1600	0	0	660	Cave of the Seven Stars (B11F-B20F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	—	—	—	—	—	Steak of the Demons (4%)	None

VORPAL BUNNY

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
48	2800	1650	580	580	120	0	96	Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	Vegetables (20%)	None

WARLOCK

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
120	15250	108000	7200	900	0	300	240	Cave of the Seven Stars (B21F-B30F)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	—	—	None	Fohn Wind, Thunder Cloud

WARRIOR SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
62	2450	2850	1900	780	250	0	248	Purgatorium Inner Sanctum

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
50%	50%	50%	50%	200%	200%	None	None

WISP

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
36	1680	900	160	460	90	0	144	Silvalant Continent, Labyrinth of Champions, Muah Castle (Treasury)

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	200%	50%	Resurrection Elixir (4%)	Delay, Paralysis, Silence

WITCHDOCTOR

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
44	1200	1500	970	540	0	110	176	Old Race Ruins

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
Heal	50%	—	—	200%	50%	Blackberries (20%)	Black Saber, Wounds

WITCHETTE

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
24	420	435	140	170	0	60	48	Purgatorium: West, Purgatorium: East

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
200%	—	—	Heal	—	—	Blackberries (20%)	Fire Bolt

WOLF SPIRIT

LV	HP	EXP	FOL	ATK	DEF	MAG	AVD	REGION(S)
28	4000	1200	580	380	70	0	112	Purgatorium: East

EARTH	WATER	FIRE	WIND	LIGHT	DARK	DROP ITEMS	SPECIAL MOVES
—	—	—	—	Heal	200%	Rune Metal (20%)	None



STAR OCEAN
First Departure™

OFFICIAL STRATEGY GUIDE
WRITTEN BY DAN BIRLEW AND GREG SEPELAK

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